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COMMODORE FORMAT

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ISSUE 37 • £2.95 • OCTOBER 1993

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- OVER THE EDGE
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Tape to disk SMART! Turn to p.8.

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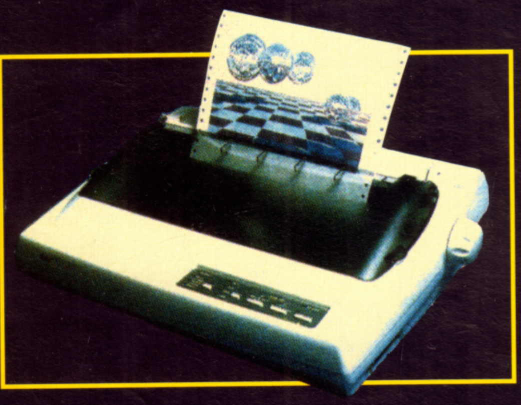

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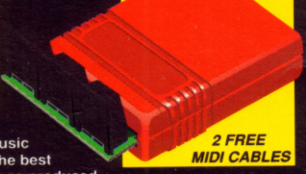

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COMMODORE DISK USER

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Hutch would like to thank: The *Centre Stage* girlies who make life fun, fun, fun. Especially cute Lisa with the blonde bob and knowing smile.
Ollie would like to thank: Arthur from the Lurkers for getting me in free to the gig of the century. Cheers old man.
Clur would like to like: The Keycamp staff at Les Amiaux, en France.
Lisa would like to thank: Hutch for not telling Ollie about my holiday until I was on the beach catching some rays and checking out the blokes.
Simon would like to thank: White Zombie for providing righteous music.

CONT

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What's up, what's down, what's stationary and what's Sinbad up to in Brookside?

13 NEWS

All the latest news from Commodore land.

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Mayhem In Monsterland's coming and we've got this exclusive preview of the Apex boy's newest game release.

16 THE ULTIMATE PLATFORM GAME

Slimon Forrestor's been stroking his chin, his cat, his magnolias, his bank manager and his four iron, all in an attempt to work out what the ultimate platform game would look and play like.

19 FES^2 PREVIEW

Complete and utter techno overload frenzy. Or to put it another way: rather a lot of games, celebs and freebies all crammed into Olympia for four days with 80,000 gameheads. Be there or be a dodecahedron.

21 LETTERS

The Mighty Brain answers all your C64 related questions. And pulses a bit.

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Jason continues his investigations into all things techie and biro carrying.

GAME REVIEWS

57 ALIEN 3

US Gold

We previewed it last month and it looked alright. This month Andy Dyer gives it a thorough going over with a spanner and a penlight torch.

Commodore Form

HUTCH
EDITOR
Ah, happy days. I haven't been on holiday this year, so I thought I'd provide this amusingly horrible one of me from oh, about 1874. I went on holiday to the Lake District with my parents and despite an endless succession of antique shops and quaint villages, managed to have a giggle. Oh and I had my first ever kiss there too. It was with a girl called Rachel, she had a blue summer dress on and she broke my heart. Cow.

LISA KELLETT
ART ASSISTANT
Our Lease went to Weymouth with her mum and dad when she was five years old. She sighed a lot when she looked at this photo and remarked that she had the same hair, the same knobbly knees and the same peculiar smile. She hasn't got the bikini anymore though as it'd look a bit indecent on her *(Oh well. - Hutch)*. She says that she didn't pull, despite having a constant stream of frustrated five year olds following her around the beach. Oh and she had orange bobble things in her hair. Funny girl.

ENTS

25 WE'VE MADE A MONSTER

One year on, the Apex chaps have finally finished their magnum opus. This month we meet Theo Saurus and find out why Daz really does work at lower temperatures without the boil wash.

46 OFFICE IN YOUR POCKET

The start of a new series, based around Mini Office 2 which shows you how to get more out of your C64. Your host: Simon Forrestiere

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66 NEXT MONTH

GAMEBUSTERS

Well he's back. Andy Roberts has got another brace of superb cheats, maps, pokes and listings. He'd like to thank Beck Bier for the inspiration and Burger King for their Chicken Pick-'em-'ups.

33 GB INTRO Where to find which cheats and how to use them.

34 SIMPSONS Part three of the solution.

36 LEMMINGS Cheesed off with the PowerPack demo? Here's the solution.

37 LISTOMANIA Dead technical looking listings for codeheads.

38 INDEX About twelve issues worth of pokes and cheats, listed together.

40 MAYHEM Some handy hints for completing the PowerPack demo.

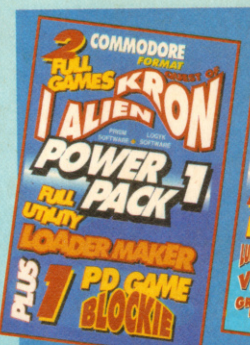
41 STREET FIGHTER 2 Hutch delivers the next installment in a decidedly punch drunk manner.

42 COOL WORLD More cartoon secrets mapped.

44 SUBURBAN COMMANDO Outerspace zapping fun analysed.

THE PRICE IS RIGHT

Now you've probably noticed a slight price rise on this month's issue and unless you're loaded you're probably wondering why we've raised prices. Well, it's got naff all to do with inflation, paper costs, VAT or any of those other lame excuses people trott out. It's as simple as this; we wanted to bring you better tape programs and more of them. That costs money. So while you'll be paying another 45p a month for the world's best C64 magazine you *will* be getting the very best 64 games around. Ask yourself this: where else can you get so many games and a superlative magazine for less than three flipping squid?



2 FULL GAMES
COMMODORE FORMAT
GAME OVER
NEBULUS
POWER PACK 2
4 PD GAMES
LUNAR LANDING
VIORIS
GROD THE PIXIE
PLUS MAYHEM DEMO IN MONSTERLAND

POWERPACK PAGES

Two tapes, nine games and loads of utilities. Just load it!

NEBULUS
Incredible platform action with a funky frog. Can you escape the castles of doom?

I, ALIEN
Hardcore zapping action for shootsters with attitude

GAME OVER
Legendary scrolling shoot-'em-up with outstanding gameplay.

MAYHEM IN MONSTER-LAND
Your chance to play the game that everybody's talking about.

LOADER MAKER
Add brilliant graphics to your loader screens.

GROD THE PIXIE
Platform hijinks.

VIORIS
Top PD game fun.

CYFORCE 1
How handy are you with that joystick anyway?

LUNA LANDER
The classic test of reflexes.

KRON
Outer space frolics.

LOGYK
Fancy a puzzle?

BLOCKIE
Tetris anyone?

nat holiday snaps!

CLUR HODGSON
STAFF WRITER
Clur was 12 when this shot was taken on a caravaning holiday in the Bournmouth area. She met these two other girls on holiday and hasn't spoken to them since. At the time she wore an extremely fashionable black and white stripey ra-ra skirt which made everyone dead jealous 'cos it had three ra's, rather than just one and they were diagonal stripes. Oh and it was a bit on the 'mini' side.

OLLIE
ART EDITOR
Ollie's holiday snap was taken in Brittany, France in 1982. That map on the wall is of the area where they stayed, a town which was scared by Ollie and his mates. While they were there his car got stuck in some mud and they had to get some German tourists to push them out. Unfortunately, they got showered with mud and water *(He-he - Hutch)*.

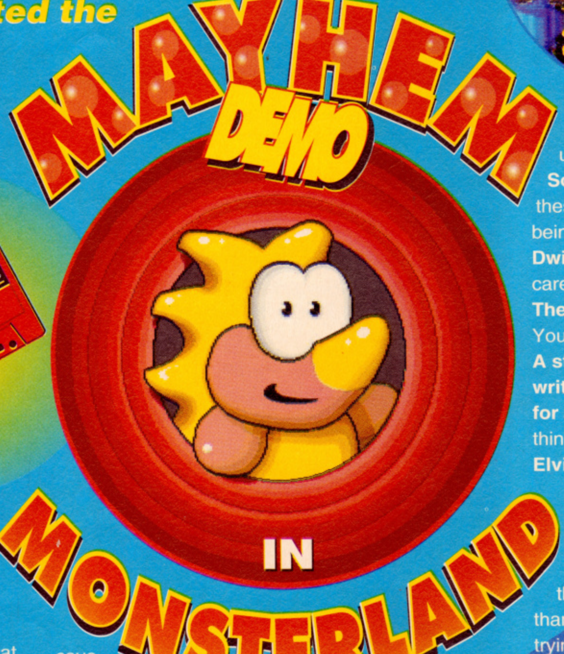
SIMON FORESTER
STAFF WRITER
Being a completely together chap, Simon completely failed to bring in a photo for the contents page despite having two weeks notice *(That's because I was too busy writing copy… moan, rant… Simon)*. However we managed to conjour up this clever montage which we've decided to call "C'est n'est pas Une British Holiday Snap".

Tennis Racket by Head.
Brolly by BHS
Bog roll - Model's own.
Idea - Hutch's, but then aren't they all.
Vines - by nature.

2 FULL GAMES
COMMODORE FORMAT
NEBULUS
21ST CENTURY ENTERTAINMENT
GAME OVER
ALTERNATIVE
POWER PACK 2
4 PD GAMES
LUNAR LANDING
VIORIS
GROD THE PIXIE
PLUS MAYHEM DEMO IN MONSTERLAND
2 FULL GAMES
COMMODORE FORMAT
QUEST OF KRON
I ALIEN
PRISM SOFTWARE
LOGYK SOFTWARE
POWER PACK 1
FULL UTILITY
LOADER MAKER
PLUS 1 PD GAME
BLOCKIE

POWER PACK 37

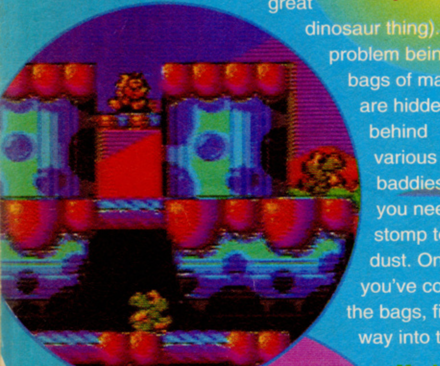
With two tapes this month, Clur couldn't manage by herself. So she enlisted the help of the Hairy Happenin' himself, Simon... take it to the bridge guys.


MAYHEM
DEMO
IN
MONSTERLAND

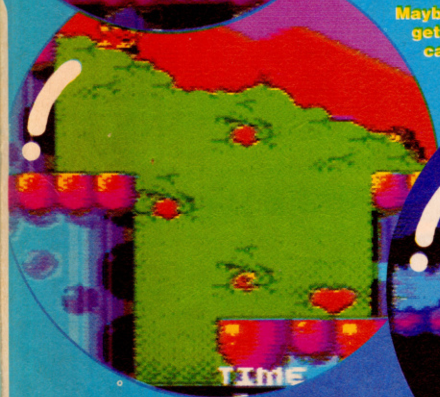
TAPE 2
37
tape

Look, you read the feature stuff, so work it out for yourself, will you? You're running along in sad land, with a view to collecting ten bags of magic dust, to give to your friend (a huge great dinosaur thing). The problem being that bags of magic are hidden behind various baddies that you need to stomp to get that dust. Once you've collected all the bags, find your way into the dino's cave and he'll reward you by turning sad land into happy land - a land of milk, honey and hundreds and hundreds of gold stars for you to fill your pockets with.

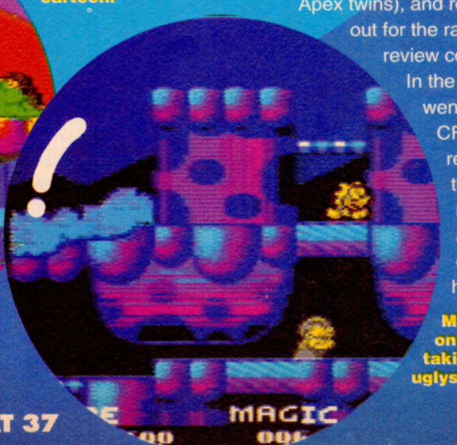
We hope you enjoy the demo (as do the Apex twins), and remember to watch out for the rather special review coming next month. In the mean time, we went round a few of CF's more prolific readers, and got their reaction: Take it away, you new age celebs (and other associated hangers on)



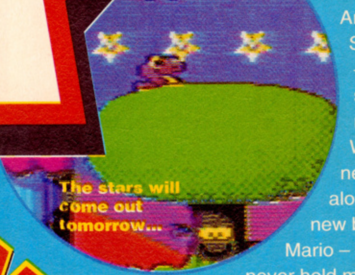
Maybe he'll get his own cartoon.



Who's in the bush with Mayhem then? Saucy.



Mayhem swots up on Karate before taking on the uglyspud monster.



The stars will come out tomorrow...

Arnie Sassenpfeffer – Ja! Ist like I sed it in my noo movie. Which is oud next month, along wid my new book...

Mario – Personally, I never hold much faith in all these new imitations, however better than us lot they are (blub).

Sonic – You'll have to speak to my agent about these unsubstantiated rumours about Mayhem being any faster than me.

Dwight Fatwallet (Sonic's agent) – What do I care? Kching!

The bloke from the kebab shop down the road – You want some chilli sauce with that?

A staff writer who's stuck for ideas on what to write about a game that's already been covered for about the past year – Go away, I'm trying to think.

Elvis – well of course I was the original multeyemedia celebrity. Yes indeed mam, thank you kindly so I reckon Mayhem's in for something of a rough ride. If I had to give him one big piece of advice I'd tell him to stay off the cheeseburgers, man. There's nothing worse than cheeseburger abuse, especially when you're trying to sing *Viva Las Vegas* in Lycra.

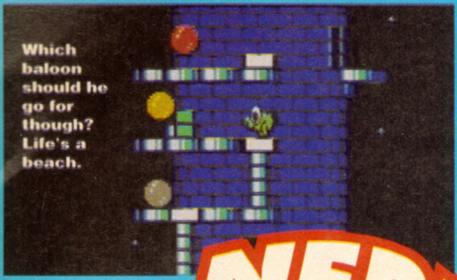
QUICKSTART INFO

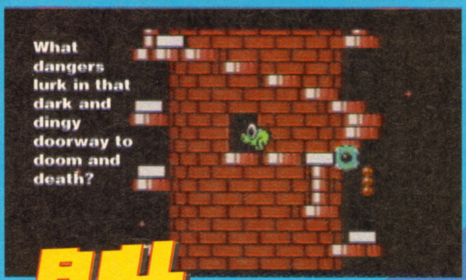
Side One • Tape Count 060 • Joystick port 2

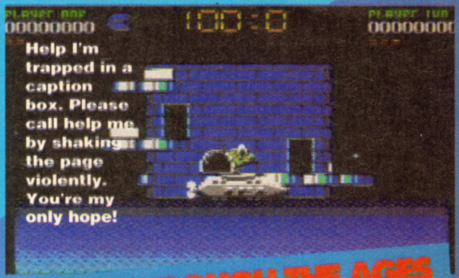
UP	Jump.
DOWN	Drop.
LEFT	Oh, this is.
RIGHT	Just silly.
FIRE	Charge (go forward like the clappers) or with DOWN (drop through some platforms).

CF VITAL STATISTIX

GAME ......MAYHEM IN MONSTERLAND
PUBLISHER ....THE APEX TWINS
RELEASE ....NEXT MONTH
GENRE..........................PLATFORMER
CONTACT. NO 0708 854985


Which baloon should he go for though? Life's a beach.


What dangers lurk in that dark and dingy doorway to doom and death?



Help I'm trapped in a caption box. Please call help me by shaking the page violently. You're my only hope!

NEBULUS

FULL GAME

TAPE 2
37 tape

The idea in this one is to climb all the way to the top of a series of towers to get to the top. Simple as that. *(I think we need a bit more copy to fill this bit, Simon – Hutch).*

Great – erm, right. You play the part of this little blokey who travels along to a series of towers in his little submarine, and jumps onto the bottom platform. From this point, you have to guide him round and round lots of spiralling platforms that encircle the tower to get him to the top. When he gets to the top, he jumps back down, so all your hard work has really just been for nothing, but hey, it's the thought that counts, huh?

So anyway, on your way around the different towers, you'd be wise to watch out for all manner of bad blokes, spikes, disappearing blocks, blocks you can shoot, and all the normal stuff you'd find if you were a green blob climbing a tower that's risen out of the sea.

The other bit to pay attention to is the network of doors running around inside the tower. When you come to a door, stand in front of it and press UP. You'll go through the door, and out on the other side, to climb even higher up the tower just so you can jump off the top.

Ah – I know, it must be a diving contest. Yes, that's got to be it – a diving contest. So guide your green blob to the top of each tower so he can impress all their girlies on the beach with some fantastic dives. Your dives vary between staying upright and going plop into the water, to unidirectionally descending into the fluid.

Remember to use fire and diagonal directions when you want to jump, and use up and down to raise and lower the lifts. Also, it might be wise to stay on the move, as occasionally, something'll fly along with the sole aim of knocking you off your platform. The best idea is to run through a door when it comes along, and you should manage to avoid it.

Remember that Nebulus is a game of timing and strategy, it's easy to get carried away and go galumphing up the tower without thinking. Work out a best course of action for each level and prepare for the tower's inhabitants. If you stay frosty enought o jump you should make it.

FROGS THROUGH THE AGES

The one that turned into a prince: this early frog no-hoper hung on for a snog amongst the lillies.
Kermit: Much put-upon by Miss Piggy and much mistreated by the rest of the muppets.
Jabba-the-hutt: Dirty great frog from the film *Star Wars* who freezes Hans Solo but gets strangled by Princess Leia and her hairdo.
Frog Chorus: Paul Macartney's backing frogs.
Courtin' Frog: Froggy went a courtin' he did ride.

QUICKSTART INFO

Side Two • Tape Count 000 • Joystick port 2

UP	Jump.
DOWN	Enter door.
LEFT	Left.
RIGHT	No, don't tell me.
FIRE	Fire, funnily enough.

CF VITAL STATISTIX

GAME	NEBULUS
ORIGINAL LABEL	HEWSON
ORIGINAL RELEASE	JUNE 1988
PROGRAMMER	CHRIS WALKER
GENRE	PLATFORM
DIFFICULTY	QUITE TOUGH REALLY

LOADER MAKER

FULL UTILITY

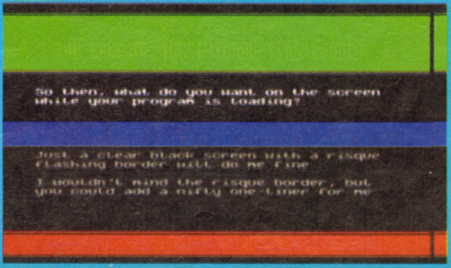
TAPE 1
37 tape

Last month we bought you a neat little program to give your own programs a bit of pazzaz while they were loading. If that impressed you then this will knock your socks off. It enables you to put loading screens or pretty borders on your own program's loaders. Groovy.

If you want to put a picture on the loader then you'll have to draw it first in *Sarecen Paint* and save it out onto tape (*Loader Maker* will only accept Sarecen paint files). Otherwise just have your program ready saved on tape and have a blank tape to hand. Then load up *Loader Maker* and when you come to the options screen select the one you want with the joystick and hit fire. Then all you have to do is follow the simple instructions on screen.

That Jason Finch is such a talented young man. Swoon, swoon.

Turn to page 29 for the full low-down on this funky program.


```
So then, what do you want on the screen
while your program is loading?

Just a clear black screen with a risque
flashing border will do me fine

I wouldn't mind the risque border, but
you could add a nifty one-liner for me
```

QUICKSTART INFO

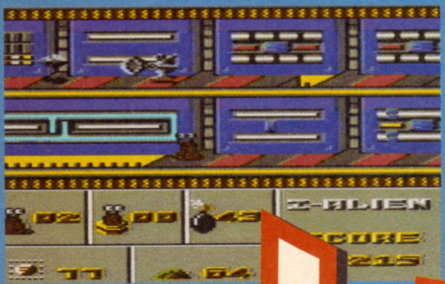
Side One • Tape Count 065 • Joystick port 2

UP	Scroll.
DOWN	Scroll.
FIRE	Select

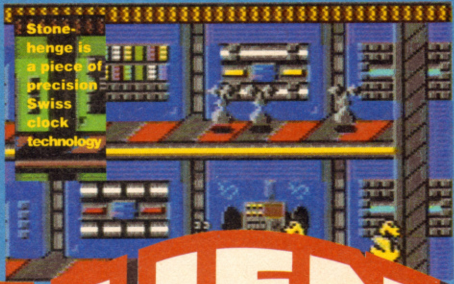
Use the joystick to scroll through the options and hit fire to select.

CF VITAL STATISTIX

PROGRAM	LOADER MAKER
GENRE	UTILITY
DIFFICULTY	MEDIUM RARE
PRICE	£3.99
AVAILABLE	OUT NOW
OTHER INFO	TAPE ONLY, MULTILOAD



That squitty alien looks like Jon Nash off YS.,


Stonehenge is a piece of precision Swiss clock technology

Caption text, caption text, caption text, caption

CRL
PRESENTS
I-ALIEN
BY A.JERVIS
PRESS FIRE TO PLAY

I ALIEN

FULL GAME

TAPE 1
37
tape

And tonight on the covertape show, we'll be profiling Finney Codsucker, author of the incredibly cutting work, damning society for its integration of human beings, and its cold, scared attitude to little brown blobs from the planet 'Poo'.

The plot is centred around a young boy from an ethnic green minority (causing social rejection to his own kind), based in South Central Bellybutton, who rises to recognition only through the actions of others, trying to kill him.

During his time spent in the platformed world of Eggwhisk, he learns to jump over missiles, gaps, and to shoot anything else that moved, which is a harsh contrast from the other aspect of the story, being his fine squidge work in squeezing himself through a slot in an air vent that can only be about, ooh, I'd say about two inches wide.

Due to Finney's untimely demise, the western world is faced with three problems. The most immediate problem is that he was supposed to be appearing on tonight's show for an exclusive interview, leaving us a whole seven hours of the show to fill somehow.

Secondly, what of the many questions left unanswered about the piece? Firstly, what of the way in which society shut the alien out? Was this the final answer to the important questions raised in the actual film of Alien? Questions such as 'How many sugars does Sigourney Weaver have in her tea?'.

Thirdly, in this piece, Finney shows the damning symbolism of fascism itself as almost fascist, and subsequently the whole piece disappears into a temporal paradox loop if you read page 147.

This leaves just one more question to be covered in conclusion – if it takes four men three days to dig a whole, when will a train leaving Paddington at 3:15 arrive in Edinburgh, if the driver's name rhymes with 'spam'?

QUICKSTART INFO

Side One • Tape Count 000 • Joystick port 2

UP	Jump/slide through grate.
DOWN	Slide through a grate.
LEFT	Squidge left.
RIGHT	Squirm right.
FIRE	Blob someone.

CF VITAL STATISTIX

GAME	I, ALIEN
ORIGINAL RELEASE	YES
ORIGINAL LABEL	PRISM
PROGRAMMER	ANDY JARVIS
GENRE	SCROLLY PLATFORMER
DIFFICULTY	MEDIUM

BLOCKIE

PD GAME

TAPE 1
37
tape

The intro calls Blockie a weird form of tetris, I call it quite an ordinary game of columns, except it won't let you use diagonal lines - only horizontal of vertical.

Coloured blocks in vertically grouped blocks of three fall from the top of the screen. The aim is to position these blocks so that you form rows three or more blocks of the same colour. As they're falling you can move the set of blocks left or right, or rotate the sequence of colours within the group. To start playing hit space to get out of the intro and control the pieces via the joystick, fire will change the order of the colours. And that's about it, if you get bored, try these fun variations:

LoserBlockie: Try and lose the game as quickly as possible, by leaving as much black space on the playing board as you can.

BlindMansBlockie: See how you get on with your eyes blindfolded. For real fun, try getting a friend to shout out instructions to you.

QUICKSTART INFO

Side Two • Tape Count 115 • Joystick port 2

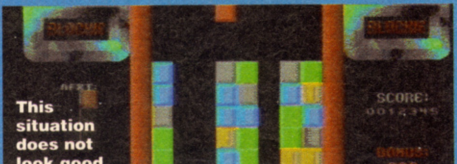
UP	No use.
DOWN	Speed up descent.
LEFT	Move blocks left.
RIGHT	Move blocks right.
FIRE	Rotate order of colours.

CF VITAL STATISTIX

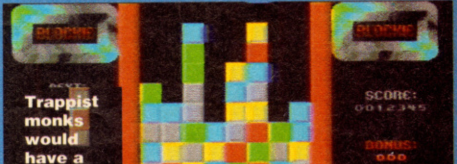
GAME	BLOCKIE
NUMBER OF PLAYERS	1
ORIGINAL LABEL	HEX HEROES PD
GENRE	COLUMNS CLONE

MY HERO

If you check out last month's CF's PD Format you'll find a run down on the Hex Heroes library. Blockie is one of their top five games. If you want a catalogue of their stuff write to Hex Heroes Public Domain, Staleybridge, Cheshire, SK15 2SR.



This situation does not look good. Best put the kettle on, eh?



Trappist monks would have a field day with *Blockie.*

QUICKSTART INFO

Side Two • Tape Count 000 • Joystick port 2

This is a text adventure folks, input directions via the keyboard. And just to get you started here are a few orders that the parser will understand:

N - Never
E - Eat
S - Shredded
W - Wheat
LOOK - Examine your surroundings
EX (then name of object) - Examine that particular item
GET (then name of object) - Pick up that object
INV - Take a look at what you've got in your sack.
RUB - *(Ooooeerrr - Hutch)*
LISTEN - Shut up and be quiet you might hear some gossip.
REST - Take a well earned break
HOIST - Raise, lift (possibly a set of sails? - hint, hint).

KRON

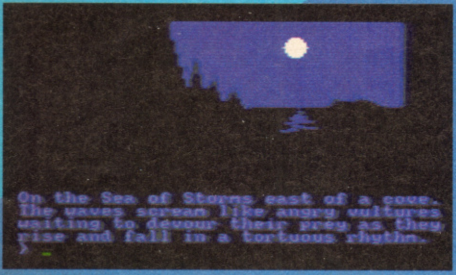
FULL GAME

In the realm of text adventures you can be in the weirdest and most magical of places, you can be down Tescos or in a fast car. But *Quest of Kron* takes you even further than the end of your street, it takes you the beautiful, but cold, isle of Sark. You find yourself trapped on a beach of a lagoon, unable to go anywhere but into the cold water, which would surely lead to certain hypothermia. So you must find another way of escaping off this forsaken land.

All around you all that you see are rocks, sea and rocks and more sea. But what's this, you find hidden in a zipped up compartment of the bag you bought in a remote Scottish village... (play the game and find out). Good luck on your quest fellow traveller. Oh and if you get stuck, remember to panic, thrash your hands about wildly in the air and then sigh loudly. It always helps.

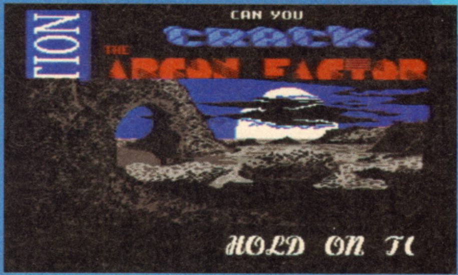
ROME WITH TONY

If you liked this adventure, then Logyk Software has plenty more where that came from including The Argon Factor. The programmer Tony Rome is offering some fab prizes ranging from £100 to a subscription to Commodore Format. Check out the demo on the Powerpack directly after Kron for some more info or contact ☎021 456 2795.



```
On the Sea of Storms east of a cove.
The waves scream like angry vultures
waiting to devour their prey as they
rise and fall in a tortuous rhythm.
> _
```

Well I'm sorry, but that's *the* most tortuous description of the sea that I've ever heard. Urgh.



Personally, I've never seen the moon that big in the sky. Maybe its batteries are low.

VITAL STATISTIX

GAME ....QUEST OF KRON
PUBLISHER............LOGYK SOFTWARE
NUMBER OF PLAYERS 1
ORIGINAL RELEASE...................1991
PROGRAMMER................TONY ROME
GENRE ......GRAPHIC/TEXT ADVENTURE

LUNAR LANDING

PD GAME

Luna Lander would certainly win a nomination in the addictiveness awards. It's not as mind trancing as Tetris but it still should carry a health warning. The trick is that it's such a simple game to play. You're in control of a landing craft that's released from the mother ship on the top of the screen at your command (hit fire). The point of the game is to avoid the aliens and touch down on the landing pad in the centre of the bottom of the screen, pick up a consignment of goods and get back up to your mother ship.

You have three control options as gravity pulls the ship down towards the surface on your descent. Your ship can go to the left, to the right, or you can hit fire for a bit of thrust to work against the gravity of the moon. If you successfully land on the target your next job is to return the craft to the mothership from whence it came. Hitting fire starts up the engine to take you at a standard rate of ascent to the skies above. As before you can control the left and right movements of the ship but pulling down will slam the brakes on and hitting the fire button will shoot your laser gun (the aliens can shoot at you too now).

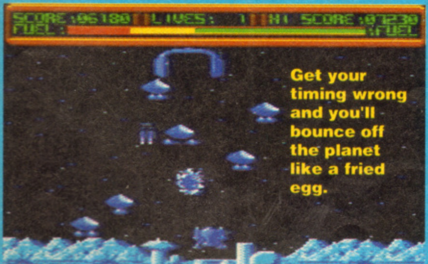
The bar at the top of the screen represents the fuel in your reserves - fuel get's used up if you thrust or brake. If you use up all your fuel, run into the walls of the mothership, crash into an alien or get shot you lose a life. Lose all five and it's game over man.

Note: Commodore Format take no responsibility for the addictiveness of this game.

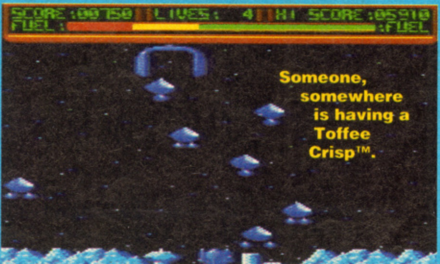
QUICKSTART INFO

Side Two • Tape Count 100 • Joystick port 2

DOWN	Brake on ascent.
LEFT	Move left.
RIGHT	Move right.
FIRE	Thrust on descent, fire on ....ascent.



Get your timing wrong and you'll bounce off the planet like a fried egg.



Someone, somewhere is having a Toffee Crisp™.

VITAL STATISTIX

GAME ....LUNA LANDER
NUMBER OF PLAYERS...................ONE
PROGRAMMER ....SMALL CHANGE
GENRE ....ERMM, TOUGH ONE THAT
DIFFICULTY EASY TO LEARN AND HIGHLY ADDICTIVE. YOU HAVE BEEN WARNED

PD GAME

GAME OVER

TAPE 2
37
tape

Now here's a game with a history – when the original adverts appeared, there was a rather scantily clad woman taking up most of the page. However, certain censorship boards (being what they are) found it almost completely unacceptable, and insisted that she be covered up. Lo, there was this huge metal bra painted clean across the slightly exposed nipple.

This is, however, totally beside the point, as there's a game to be explained here. Well actually, there's a ludicrously difficult game to be explained here. If you get the hang of it and manage to stay alive, good for you, but for all those who don't manage that much, the aim is to run along and shoot lots of things, with designs on finding another thing and shooting that.

So run along and shoot, then shoot some more things and run along, climb a ladder and jump onto a platform, shoot something, drop down onto a lift and shoot two more things, before finally shooting the third thing and disappearing through a hole in a wall. Strangely enough, this is exactly what Gengis Kahn said to his mum.

QUICKSTART INFO

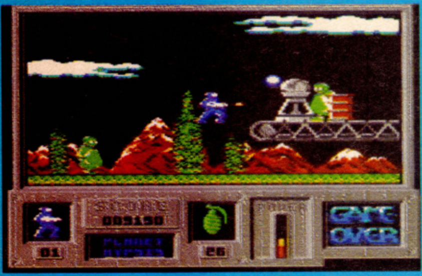
Side Two • Tape Count 125 • Joystick port 2

UP	Jump.
DOWN	Crouch.
LEFT	Run left.
RIGHT	Run right.
FIRE	Ermm, fire.

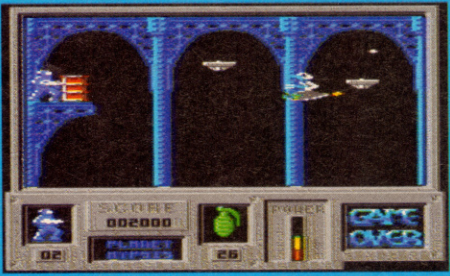
Other Info........SPACE bar for second fire.

VITAL STATISTIX

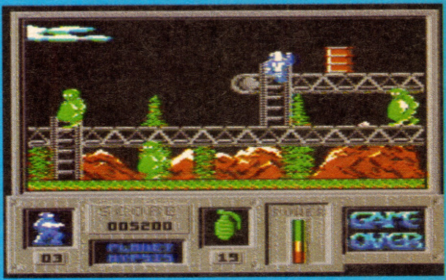
GAME	GAME OVER
ORIGINAL LABEL	IMAGINE
ORIGINAL RELEASE	OCT '87
PROGRAMMERS	DYNAMIC
GENRE	SCROLLING PLATFORM
DIFFICULTY	YES, LOTS OF IT



"Oo yes, our Martin's been promoted to the off-world sanitation department."



"He's leading the sweep through the Snake Nebula, in search of dirt, fluff, muck, slime..."



"...grotty bits, stains and other malevolent nasty things. He's got a nice overall too. Lovely."

CYFORCE

PD GAME

TAPE 2
37
tape

Ever wanted to be a robot warrior defending your planet against marauding hoards of similarly equipped robot warriors? Now's your chance in this fab chunk of Binary Zone's PD library. Apparently your foes are developing a new weapon - robots with wings. If they succeed that's the end of the world as we know it (it's the end of the world as we know it, 'n' I feel fine). Your mission is to destroy any signs of the Galax-I-Birds without getting killed.

FIVE FUNKY SCI-FI FILMS

The Abyss - Funky underwater alien movie.

Aliens - The best of the trilogy

Doctor Who - Dalek Invasion of London - Dustbin daleks stroll around Wapping.

Silent Running - The only film to ever make Hutch cry. A real tear jerker and no mistake.

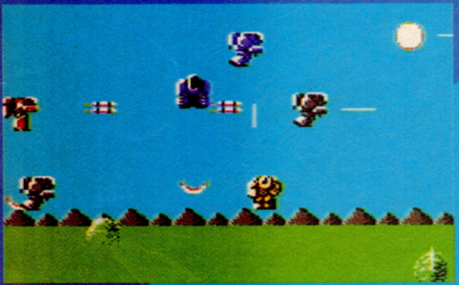
QUICKSTART INFO

Side Two • Tape Count 040 • Joystick port 2

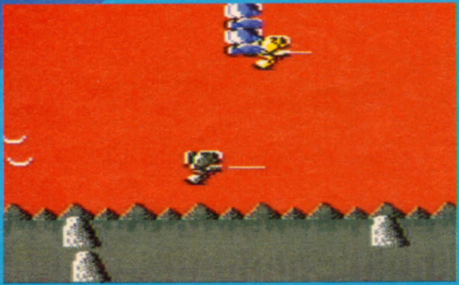
UP	Move left.
DOWN	Move up.
LEFT	Move left.
RIGHT	Move right.
FIRE	Have a wild guess.

VITAL STATISTIX

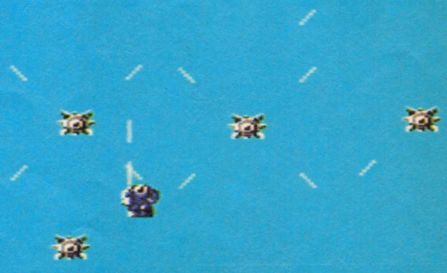
GAME	CYFORECE
NUMBER OF PLAYERS	ONE
ORIGINAL LABEL	BINARY ZONE PD
PROGRAMMER	ALF YNGVE
GENRE	SHOOT-'EM-UP
DIFFICULTY	MEDIUM, IF YOU'RE GOOD AT SEUCK GAMES



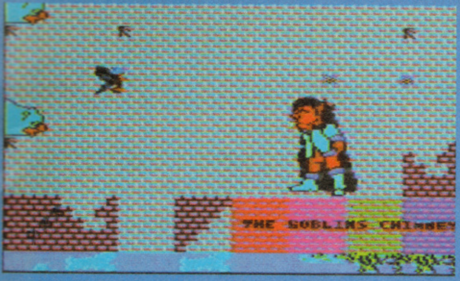
That sprite at the bottom of the screen looks like Gumby out of Monty Python.



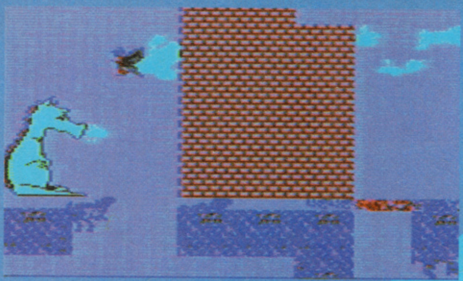
The expression, stuck between a rock and a hard place springs to mind. Not half.



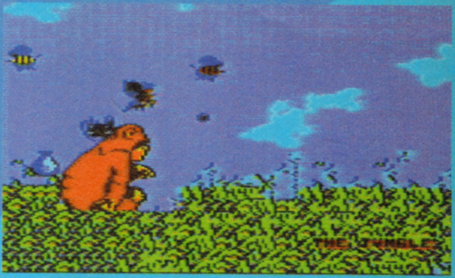
Meanwhile at the ice skating rink, Irene was pulling a doulbe Salco with back flip.



Grod's got some smashing blue boots. He bought them down the indoor market. Nice aren't they.



Puff looks a bit depressed.



"That blimmin' David Attenborough. Promised the world he did. Gave me nuffink. Git."

PD GAME

GROD THE PIXIE

Grod? Come on, even the most malicious pixie parent wouldn't be mean enough to call their kid Grod. Any way, the poor kid's the star of this smashing PD blast-'em-to smithereens-'em-up.

Controls are very simple, move around the screen with the joystick and hit the fire button to blast the baddies guts out. The weird thing about *Grod* is the changing game style, one moment you're floating around a screen and killing everything in sight *Smash TV* styley, then the playing area will open up and you'll be in a horizontally scrolling shoot-'em-up. And then, before you know it you'll be fighting your way through a maze of cavern's littered with baddies all shooting at you. There're loads of pick-ups for extra points all along the way, but the fun comes with the killing. In the game of course, killing in real life get your 10 to 15 in Broadmoor.

TAPE 2
37 tape

PIXIE NOSE

Over the years the pixies and gnomes of this world have disappeared from the popular fantasy worlds of fiction and film to be replaced by fast moving mutant creatures for the MTV generation. Either that or they're dull and everybody got bored with them..

QUICKSTART INFO

Side TWO • Tape Count 135 • Joystick port 2

P	Move up.
DOWN	Move down.
LEFT	Move left.
RIGHT	Move right.
FIRE	Fire weapon.

CF VITAL STATISTIX

GAME	GROD THE PIXIE
NUMBER OF PLAYERS	ONE
ORIGINAL LABLE	BINARY ZONE
PRORGRAMMED BY	BRIAN HUGHES
MUSIC BY	FEENZOID
GENRE	SHOOT-'EM-UP
DIFFICULTY	MEDIUM (HIT AUTOFIRE FOR AN EASY LIFE)

PD GAME

VIORIS

TAPE 2
37 tape

You know the score, move the joystick left and right until the block falls in the right place. Rotate the block by pressing fire. I mean, how easy do you want? Right, now we've covered the instructions, here's a small review of Line of Fire with Clint Eastwood.

"Although the pace of this film is a little on the slow side, the superb acting by Eastwood as an ageing secret agent and John Lithgow as a psychotic assassin lift the film. This is truly a cerebral film, light on action but engaging none-the-less. Worth watching if only for the bit where Lithgow drops out of a lift."

Barry Norman move over.

Grod, *Cyforce*, *Luna Lander* and *Vioris* are bought to you courtesy of Binary Zone. If you want a catalogue of their stuff write to Binary Zone PD, 34 Portland Road, Droitwich, Worcestershire. WR9 7QW.

THAT'S YER LOT!

Phew, thank Gladdis that's over. This month's duo tape was brought to you by Colin the Publisher (dosh and smirks), Tamara (negotiations and QMails), Hutch (wibble and negotiations), Clur (copy and phone calls), Simon (copy and phone calls) and Ollie (sweat and artwork) and Lisa (coffee and hair). Tanx.

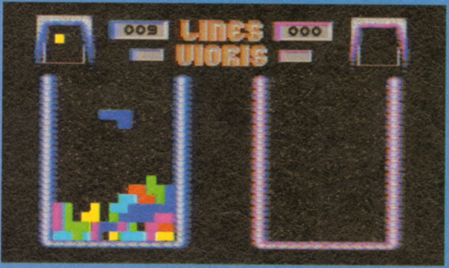
QUICKSTART INFO

Side Two • Tape Count 000 • Joystick port 2

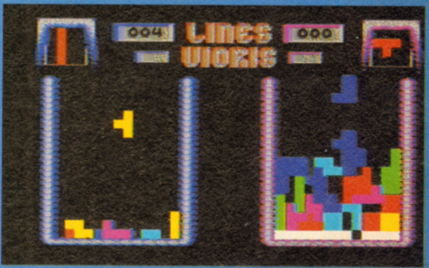
UP	We're feeling very.
DOWN	Speed up descent of piece.
LEFT	Move piece left.
RIGHT	Move piece right.
FIRE	Rotate piece through 90°.

CF VITAL STATISTIX

GAME	VIORIS
NUMBER OF PLAYERS	ONE OR TWO
ORIGINAL LABEL	BINARY ZONE PD
PROGRAMMED BY	DIGITAL UNDERGROUND
GENRE	TWO PLAYER TETRIS
DIFFICULTY	HOW TOUGH IS TETRIS?



Grab a mate and try a bit of two player action in this blocks and columns outing.



Wasn't much of a summer was it? I mean two weeks of sun and seven of rain. Britain, eh?

ELSPA
PENGUIN
CHARTS • COMPILED BY GALLUP
SPONSORED BY PENGUIN BISCUITS

CHARTS

TOP TEN

1	**WWF WRESTLEMANIA**	▲	HIT SQUAD £3.99	CF33 88%
2	**RODLAND**	▲	KIXX £3.99	CF34 89%
3	**STREET FIGHTER 2**	▼	US GOLD £12.99	CF29 80%
4	**THE SIMPSONS**	▲	HIT SQUAD £3.99	CF32 92%
5	**TERMINATOR 2**	▼	HIT SQUAD £3.99	CF30 72%
6	**JAMES POND 2: ROBOCOD**	NEW	KIXX £3.99	CF33 93%
7	**DIZZY: PRINCE OF THE YOLK FOLK**	▼	CODEMASTERS £3.99	CF17 91%
8	**ADDAMS FAMILY**	NEW	HIT SQUAD £3.99	CF34 93%
9	**F16 COMBAT PILOT**	▲	ACTION 16 £3.99	NOT REVIEWED
10	**CREATURES**	NEW	KIXX £3.99	CF26 94%

1

6

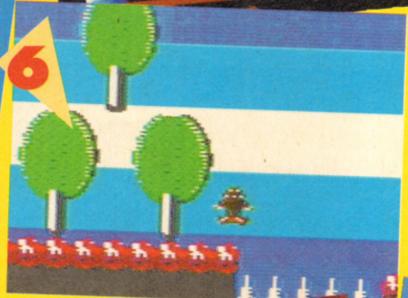


CHART FACTS

At last, you've done it, you've actually stopped buying SF2 in your droves! There is a god! Anyway in the Top 40 this month there are:

- ③ *Dizzy* games. Yeuch!
- ① game that was at the top of the charts but isn't now.
- ⑦ sequels
- ⑬ cute platform games
- ② educational games
- ㊵ C64 games – strange that, isn't it?

8

10

TOP TEN ALLITERATIVE GAME NAMES

BUBBLE BOBBLE (Hit Squad)
HUDSON HAWK (Hit Squad)
SILENT SERVICE (Kixx)
SUPERSTAR SEYMOUR (CodeMasters)
SUPER SCRAMBLE SIM (Kixx)
FAMOUS FIVE (CF Powerpack 24)
DAN DARE (Virgin)
DOUBLE DRAGON 2 (Tronix)
HOTEL HELL (The Guild)
SHEEP IN SPACE (Llamasoft)

10 BOOKS THAT ARE HANGING AROUND THE OFFICE

- *Mandrake The Magician* by Lee Falk
- *How To Play Tennis* by Clarence Jones
- *The Argos Catalogue*
- *US Infantry Combat Vehicles Today* by Steven Zaloga and Michael Green
- *Monsters Of The Movies* by Denis Gifford
- *Animal Magic*
- *Buygones* by Victor Lewis Smith and Paul Sparks
- *Treasure Book For Boys* from Amex Company Limited, London
- *The Doctor Who Annual* 1975 starring Jon Pertwee
- *Music Star Annual* '75.

SNIPPETS

Bong, bong, bong, bong, bong, bong, bong, bong, bong, bong, bong, bong, here's the late news.

EDOS

All the software you could ever hope for with EDOS.

Future Zone have now completed their test of the revolutionary Electronic Distribution Of Software system. EDOS has been on test at their Leamington Spa and Telford stores and has been so successful that they're now expanding the network to cover over three quarters of their nationwide stores.

EDOS enables retailers to hold a catalogue of over 2000 games without actually having to stock the games themselves. The programs are stored electronically on CD-ROM optical disk and copied on to disk or tape as the customer waits. This will mean increased availability of 64 games that were previously only available through mail order houses. And will hopefully give the 64 software market a much needed boost.

GET A GRIP

Everyone has a favourite joystick, a trusty lump of injection moulded plastic that's seen more action than Bob Holness' dictionary. Well if your stick's anything like mine then it probably doesn't function too brilliantly. The good news is that there's a new joystick distributer on the market with some great looking new models.

The first Megagrip II (MX-220) looks like the perfect flight simulator joystick with a tall handle and fire button built-in to the top grip. If you're more of a platform gamer then check out the MX-120, a squat joystick with a really sturdy base. Both models are available from Contemporary Games plc, Hounslow, England, TW5 0PA, ☎081 577 1700.

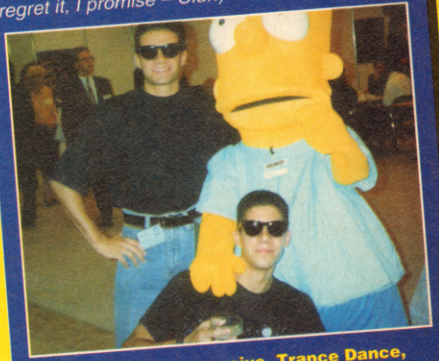
FUTURE SHOOTER

So you reckon you're great at computer games; why not tell the world with a new range of fashions made especially for you? Reminiscent of skate gear, Future Shooter's clothing for screen warriors uses designs taken from the Future Shooters cartoon strip set in the year 2071. The star of the graphic novels is Future, a Cyberpunk, obsessed with the hottest arcade game in town. Future Shooter clothing is available through mail order, for more info send an S.A.E. to Future Shooter, PO Box 1868, London, W10 6ZH. Shoot, shoot, maim, main, attack, bruise!

Yo! Funky fresh dudes, check out the threads. Ermm, rad.

APEX BOO-BOO

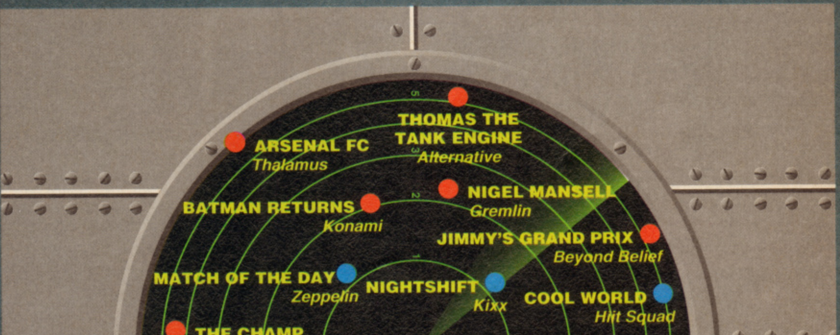
Ooops, all the way through last issue we mistakenly called John and Steve, the Apex boys, the Aphex Twins. The Aphex Twin you see, is a fab dance band which Hutch listens to far too much. Promise never to do it again chaps. Sorry. *(Incidentally The Aphex Twin is playing support to the stonkingly good Belgian Band Front 242 on their British tour in October. If you can get hold of tickets, do go. You wont regret it, I promise – Clur.)*



Happy House, Progressive, Trance Dance, the Aphex Twin plays my kind of music.

EARLY WARNING SCANNER

Your at-a-glance guide to upcoming releases. The nearer a game is to the middle, the nearer it is to release. Keep an eye out for aliens.



MAYHEM IN MONSTERLAND

Eat your heart out Mr. Spielberg - the Apex lads are about to come up with the goods. Clur goes prehistoric and brings you the latest on the dinomania sweeping Britain.

For the past year, all you've heard from us is how great *Mayhem in Monsterland* promises to be. Now it's coming close to the time of reckoning, cos next month we'll have a fully finished, working copy of the game here to review. For those of you who've been stuck in a very dark cupboard for the past year here's a run down of the game itself.

Mayhem will be, first and foremost, an enormous platform game, but will surely become known for having the cutest dinosaur in the universe as its star.

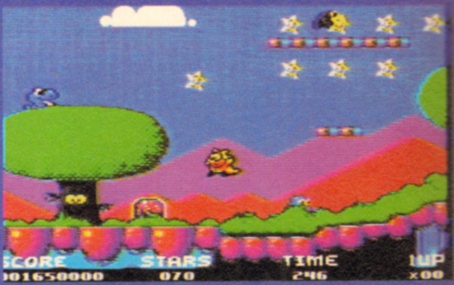
Each of the five levels is split into two bits: sad and happy; so you effectively have ten levels of dino squashing mayhem to contend with. Each level starts off full of doom and gloom with monsters hiding bags of magic dust for you to collect. Once you've got the required amount of dust it's time to take the bags to Theo Saurus (one of the wisest dinosaurs in Monsterland). He can then sprinkle the dust all over the land to make everyone, even the trees, happy and cheerful. Then you get to play the level again but this time to be purely selfish and pick up as many points as you can.

To see just how fab the game promises to be, take a look at the demo we've got on this month's Powerpack. What you have there is just one third of one of the five huge levels in the final game. The Apex lads were in only yesterday with a rough version of the demo we'll have on next month's powerpack, and it looks just as spiffy.

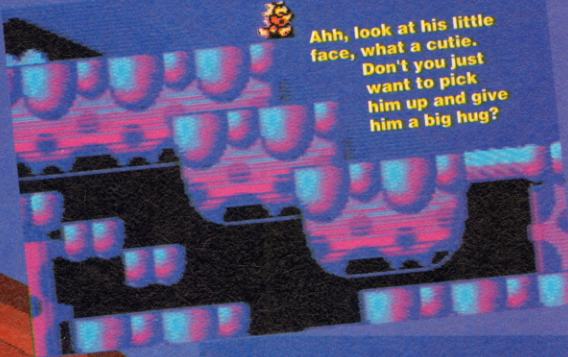
I'll tell you what, let's turn CF into the worlds first interactive magazine (CDTV eat your heart out) shall we? Load it up now and I'll show you just

CF VITAL STATISTIX

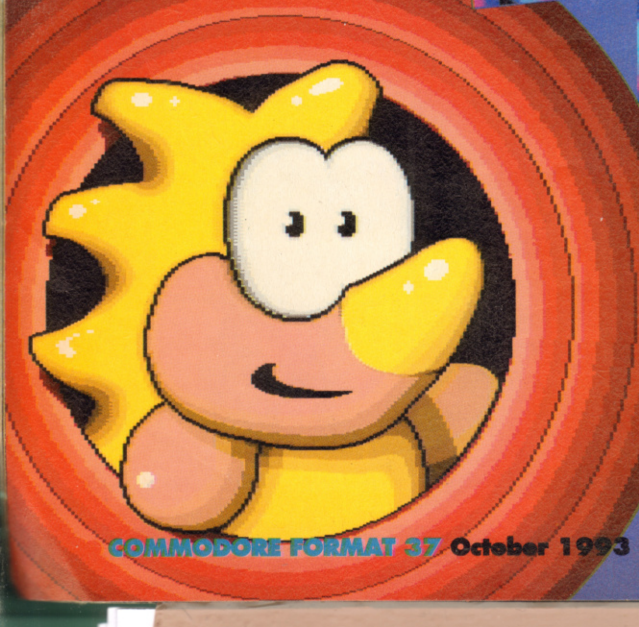
GAME	MAYHEM IN MONSTERLAND
PUBLISHER	THE APEX TWINS
CONTACT NUMBER	0708 854985
PRICE	YES
AVAILABLE	NOWISH
OTHER INFO	TAPE OR DISK

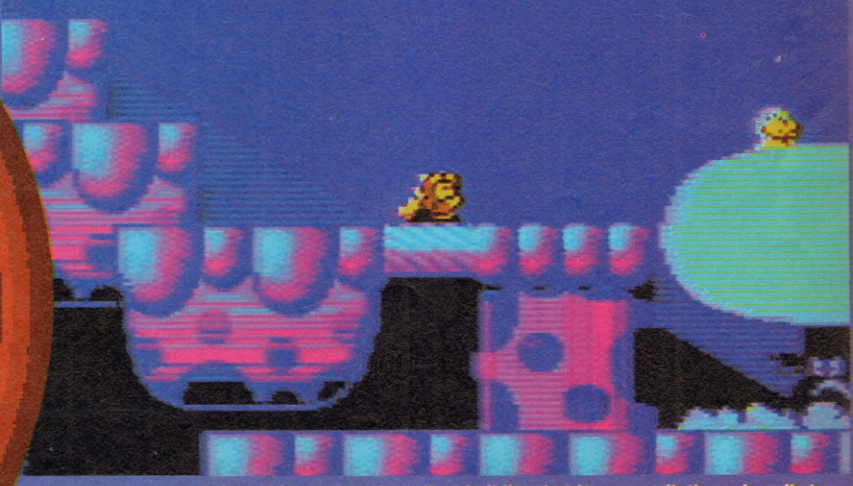


The dino up in the tree's hiding something from you. But what? That's what you've got to find out.

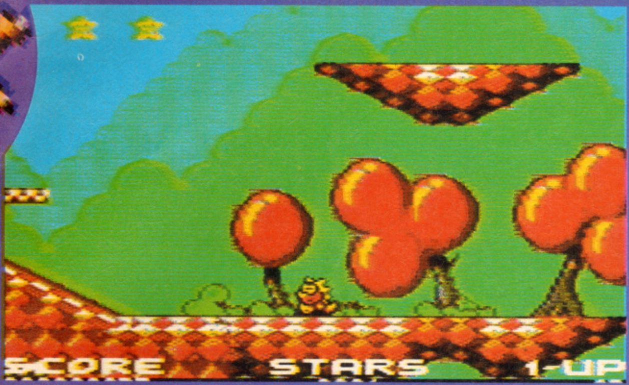


Ahh, look at his little face, what a cutie. Don't you just want to pick him up and give him a big hug?

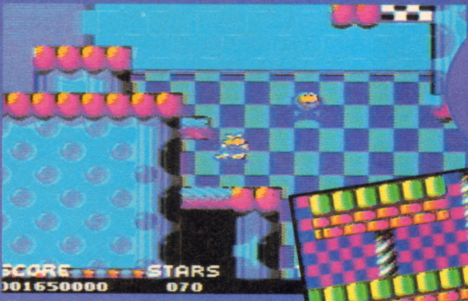




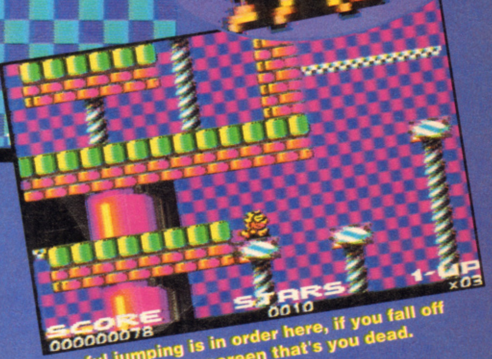
Mayhem can not only jump higher than the tallest building, but he can walk through walls too.



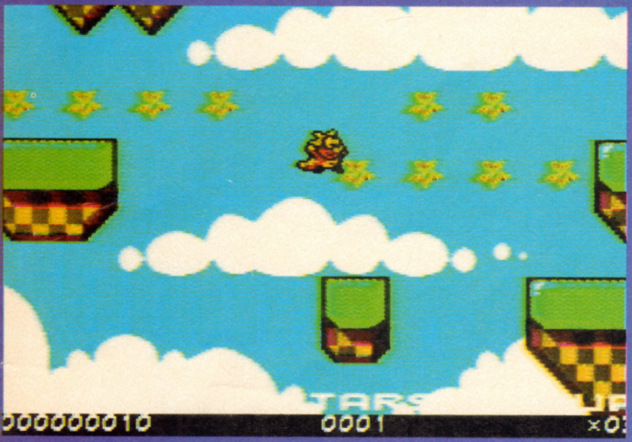
The faster the stars spin, the more points you get for collecting them, so judge your jumps carefully.



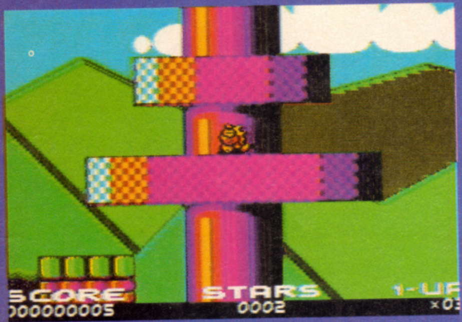
He can swim too? Is there no end to Mayhem's talents?



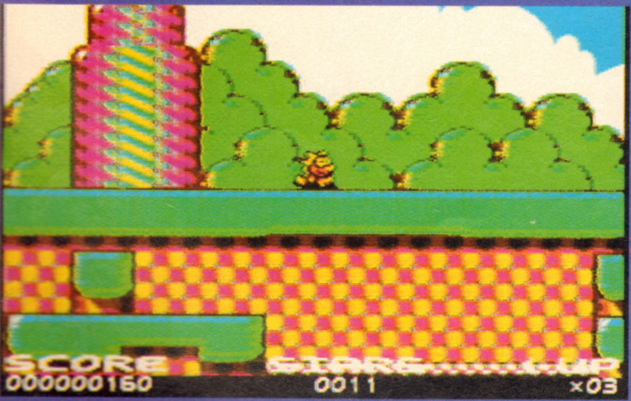
Careful jumping is in order here, if you fall off the bottom of the screen that's you dead.



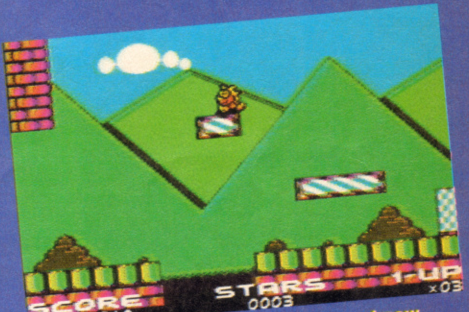
How many stars can a Mayhem pick if a Mayhem can pick stars? (Oh about 345 in total actually - Hutch).



The only problem with Spottyland is that there's just too much of that girly pink colour around.



Channel should base their autumn collection on this colour scheme. Talk about psychedellic scenery!



Always look before you leap, you never know what's lurking down there.

what you can do with our little prehistoric pal.

Ready? Then I'll begin: from where you are go right, up the slope, kill the baddie walking around under the tree, and you'll get to a ledge. Nudge Mayhem along gently until he's balancing by his toes on the ledge. See his face…cute huh?

Just below and to the right of that ledge is a weird bit of platform that looks a bit different to all the rest. You can stand on it, rush over it and jump off it like any other bit of platform or ground, but you can also fall through it too. I suppose it's a bit like having a not very secret secret entrance. To fall through to the room below stand on it then crouch down and hit fire. You should now be in the dismal gloom of the cave below.

While we're there just have a look at the platforms above you. The detail's amazing, check out your back issues of CF for the How To Make A Monster series if you want to know how the Apex lads got that great shading effect.

Now, if you get out of that cave alive check out the tree to the right of the entrance. The fabbest thing about the trees in Monsterland is that they're all great climbing trees. So there's two ways to get to the top of this tree to kill the baddie sitting atop it. There's the direct jumping-off-the-platform-onto-his-head method. Or there's the climb-up-the-tree-and-sneak-up-on-him-from-underneath method. By the way, that guy's worth killing, he's hiding one of the bags of magic dust. Oh yeah, don't forget to run through the rainbow underneath that tree, it's a restart point.

There's ten bags of magic dust to get before you can go onto the happy bit. A lot of hassle, but it's worth it. Just read on and check out what's in store for you. For one thing the graphics change dramatically, never before has a brighter more cheerful game been on the 64. Remember that tree with the baddie on top, this time the baddie's hiding a rather special bonus icon which gives you the ability to charge across the landscape. The extra speed not only means that you can charge baddies instead of jumping on them but that you can jump even further than before. (Charge off the left from the start point and there's loads of stars for you to pick up.)

There's another treat in store way beyond the restart point. The caves that were once dry, dark and particularly dingy are now full with clean fresh swimable in water, as well as a few nasty looking fishes too. Even when you've finished the game you'll come back time and time again, if only for a look at the pretty landscapes.

If this gets less than a corker I'll be very surprised. Pity they won't let me review it as well. It'll be a darn good excuse to sit in the office playing it all day. Mind you, I'll probably do that anyway, excuse or no. *(Better not let me catch you - Hutch).*

NEXT MUNF

We finally get our dirty mitts on the finished version of MIM. We've decided to devote a fair old bit of space to the game and the entire team will be giving their opinions. We'll also have a rather exclusive little chat with the Apex boyz in which all your MIM related questions gets answered. And as if that wasn't enough we'll also be juggling 15 cabbages while we do it. Review the game that is. Oh never mind, report back here next month for the C64 event of the year.

THE ULTIMATE PLATFORMER

Last month it was flight sims, this month it's platform games – our self professed genius on absolutely everything ever, Simon Forrester, delves once again into gaming archives to piece together the paradise platformer.

It's older than time itself. The idea of having a blokey *(Or girlie – Clur)* stomping around a split-level screen trashing things is definitely nothing new. Having said that, we've seen so many different variations on the theme over gaming history, the boundaries are beginning to blur – I think a definition is in order:

For the purposes of this feature, and as a general rule to work by in future, we're defining the platformer as a game in which you control a character who's sole aim in life is to jump around a screen, running (rolling, bouncing, etc) along features (technically, they're just platforms), collecting stuff, wasting bad guys, or a rough mixture of both. Classic examples are *Chuckie Egg*, *Rodland*, *Mayhem In Monsterland*, etc. The one style of game we won't be counting in this category for now is isometric (games such as *Knight Lore*, *Alien 8*, etc), as this only confuses things, and we'll end up having to include Freescape and the like. Anyway, on with the show…

HMM...

First off, a plot is essential. Without an initial reason for doing whatever you're doing, the whole thing falls apart. Plot is really a lot more essential to platform games than it is to most other genres (with the possible exception of text adventures), as the odds are whatever you're collecting or trying to achieve would always benefit from a little explanation (unlike bog standard shoot-'em-ups, in which you just have to concentrate on killing every last thing in sight).

As for plot, well this all comes down to what you personally prefer, and as this is my ultimate platform game (ha! to you), I think we'll have an epic struggle, with a set of goals – it's more fun, and increases game life no end.

Absolutely everyone has a skeleton in their closet. Some are just larger than others.

YUCK!

Dizzy
Well, the first one was okay really, but after the seventeenth or so, the joke stopped wearing thin and pioneered new fields in whittling down the atom.

Seymour
A potato. I'm sorry.

Huxey Pig
Aaaaaaaaaaaaah! It's complete cack! Never before has a game broken so many rules of difficulty, graphics, gameplay, speed, or anything else that makes a game, as opposed to a nuclear weapon any road up.

Dizzy
How did that get in here again? Oh well, I suppose it's fitting, really…

Dizzy
Look – how can I get through to you on this? It's just not funny any more. There are only so many things you can do with an egg, and right now we've had to move on to the 'this programmer won't sit down for a week' type of uses.

AAARGH!

As with most arcade games, there are bad guys. This is a fact of life – whatever you're trying to do, there'll always be someone or something out to stop you. Well, art mimics life *(Who is this Arthur bloke anyway, and why can't he do anything original? – Hutch)*, so the aliens, wizards, desk corners, etc, were bound to follow you into the game sooner or later – the problem is, how do you dispose of them?

The Big Boys Book Of Platform Game Writing will tell you (on page 37) that there are two types of villain – those you kill, and those you avoid. I think the avoiding bit is fairly self explanatory, but disposing of a bad guy isn't as easy as you may think. For starters, any platformer worth its salt will make damned sure you don't have a gun. Trust me when I say that this is a Good Thing – how much fun would you honestly have jumping onto the end of a platform and putting a bullet clean through someone's skull? None at all (unless you did it professionally). If you ask me, the only way to dispose of a thingy is to jump on it, or commit an act of incredible physical violence on it – it may not be as realistic, but believe me, it sure feels good *(Now this is a bit more like the Simon I know – Hutch).*

GRRR!

Next gripe *(You're in a really positive mood today, aren't you, Simon? – Hutch)* has to be what's commonly known as IDS – Infinite Death Syndrome. Ever played *Jet Set Willy*? If not, I'll ignore you anyway on some petty elitism trip, but I will tell you that there will be occasions on which you'll crash into a walking radiator or something, die, and start your next life right on top of it again, dying a fraction of a second later. This is probably the easiest way to ruin a game short of putting Seymour in it, so be careful.

The whole IDS problem stems from not having restart points. These are safe spots on a screen on which you'll start if you die. In some of the more well thought out games (take *Mayhem*, for instance), these restart points can be activated by the player, giving him *(Her – Clur)* a lot more control over where he's *(She's – Clur)* about to get plonked. *(Seated - Hutch).*

BLEURGH!

Right folks, for all those hardened cutesters out there, this is the bit where we recommend you keep a bucket handy.

Now I hate to say it, but cute games, despite being hated by everyone except for people with serious mental deficiencies, are actually quite fun, really aren't they? I mean – how could anyone not enjoy the raw exciting fluff against fluff action of *Rodland*? If there's one thing more satisfying than slowly strangling the creator of child-proof medicine bottle tops, it's watching one ball of fur smash another ball of fur's head into a wall, and quite frankly, anyone who wouldn't sit, mesmerised, for at least half an hour in front of such a spectacle must be an anorak wearing day-tripping alien from the planet Straight.

ICK!

Okay, this is where the really serious stuff begins – I'm talking, of course, about the more complex games, such as *Alien 3* (which I had the pleasure to preview last ish), *Bionic Commando*, and the like. There are two major features that separate this type of game from the normal run of the mill platform game – exploration, and size.

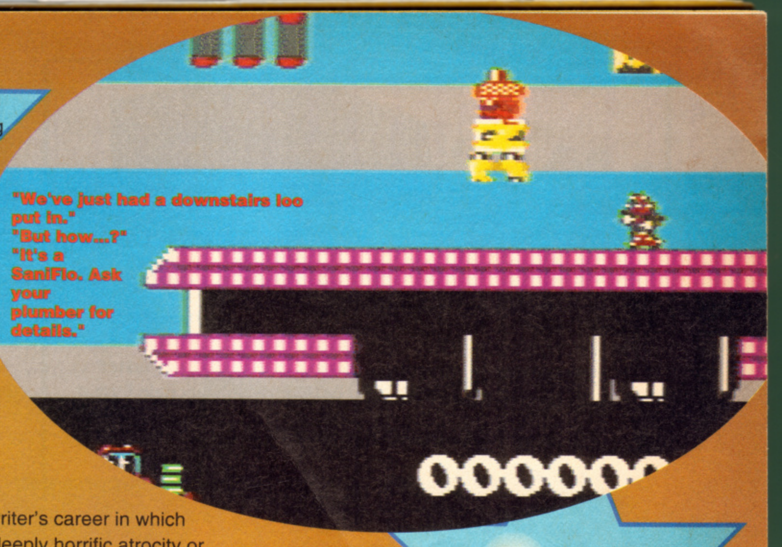
You see, if you take a look at some of the most advanced true platformers, you'll find that even they are restricted to a horizontally scrolling screen. So what about all those four-way scrollers that let you wander around huge buildings, massive landscapes, and enormous mazes of tunnels? This is where the fun really begins.

And what better place to begin, than with *Switchblade*? The reason it deserves a special mention is because of it's novel approach to exploration. Imagine a huge mesh of underground tunnels and rooms – *Alien 3* style. The one major downfall with this type of game is that you can see a lot more of the maze on the screen than the room you're in. This is all very well, but it hardly does much for suspense, does it? Well, this is where *Switchblade* really came into its own. Imagine that the tunnels aren't lit, but as you go through them, they systematically become visible. That way, you'll never know what's coming next (even when you're about to jump onto it), and the sense of exploration is heightened, as you can always be sure that the only time you'll catch a glimpse of what's to come in when you're standing there playing it. This is something that every larger platform game and department store should have.

OI!

However, I get the feeling we may be straying off the point just a little by talking about these more complicated games, as they seem to take the idea of platform games and blend it heavily with what could almost be described as a text adventure without the text *(Are you sure you're quite alright? – Hutch)*, as the result is platform action with so much more depth in the exploration and mapping areas.

Whether this is good or bad is another matter entirely. On the one hand, you see, you'll be playing so much more than a platform game, as you'll be exploring, experimenting, and seeing more and more of the game without necessarily having to master the earlier sections straight away, but on the other, deeper platform games always seem to lose that wonderful simplistic attraction and powerfully straightforward gameplay.


"We've just had a downstairs loo put in."
"But how...?"
"It's a SaniFlo. Ask your plumber for details."

KER-CHING!

There is a point in every writer's career in which they have to cover some deeply horrific atrocity or another, and I think mine has just arrived. The social crime in this instance is, unfortunately, licensed games. Most of the more shallow platformers manage to avoid the holocaust of a licence, but few of the deeper titles live through the ordeal and still manage a full english breakfast.

You see, there is always one major problem with film and TV licences and that's that they've got to stay as faithful as possible to the storyline. This usually means that any Arnie film produces a grossly deformed child of a game that involves a bloke running round killing people. True to the film, yes. Fun, most definitely not.

HUH?

Before you go, you might to think about a few of the more alternative platform games. Take *Lemmings*, for instance. In theory, it's just a platformer, but if you've played it, I think you'll agree that it's quite a bit more. You see, what Psygnosis did was take the classic levelled platformer idea, and look at it from a completely different viewpoint. This kind of approach created a completely new and highly original game, the success of which I hardly have to remind you of.

Then, of course, there's the other twist to the classic idea that as C64 owners, you've missed out on – *Builderland*. Imagine a scrolling platformer in which the main character was completely useless, and just walked forward. It's your job to place bits of landscape and various blocks in front of him, underneath him, etc, to get him through the hazardous terrain unharmed. Okay, so maybe it is completely unavailable to you, but it nicely illustrates the point that with a simple twist you can turn a completely normal home-loving platform game into a new, exciting, and best-selling piece of work.

TADAA!

Right, so I've weighed up the facts, and decided on my verdict. **My game must have the following:**

- Simplistic but fun plot, using a scrolling landscape format instead of a flick level type thang.
- Hero with Kevlar wound kneecaps, allowing me to fall as far as I want, and only worry about things that move.
- Clear restart points that I can activate when I want, and so I always know where I'm about to appear, letting me live for over half a second (staying alive after that is my own problem).
- A marginally cute character with a lot of hair and no family ties to dairy produce.
- A pretty large playing area full of interesting and varied stuff to explore and do.

My ultimate platform game will not feature any of the following:

- Dizzy.
- Any plot links with films, books, songs, comics, and brands of toiletries.
- No guns. It's not that I'm against violence or anything, it's just that there are at least one hundred funnier and more entertaining ways to kill something *(Help! Let me out of here! – Hutch)*.
- Dizzy

Err… Hold on a minute – here's me wittering on about the ultimate platform games, and I think I might just have found it…

"Bub and Bob, you are the award winning characters from Rainbow Islands, butdo you know the French for baguette?"
16300
100000
GOAL IN

SCORE
000000078
STARS
0010
1-
Mayhem's put himself on a pedastal again. Still, when you're that cute you can get away with it. Can't you?

What's behind that door then readers? To be strictly accurate, it's the platform games feature.

Then, just for the hell of it, Cyril flipped his gravity and hung from a cloud, grinning inanely.

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The second Future Entertainment Show PREVIEW

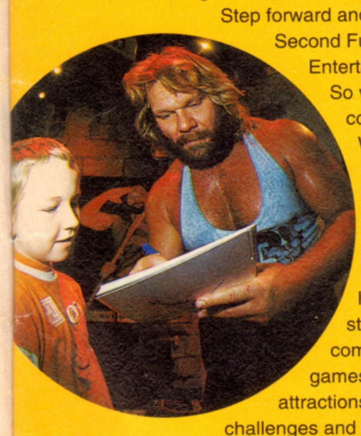
Win our fabby golden ticket preview and come autumn you could stroll around a lush empty FES^2

The biggest event of the year won't be the opening of Rhyl District Council's new brick bus stop. Hutch has the news, mates.

Round about November last year Future Publishing (the company which publishes *Commodore Format*) threw a little party. It was called the Future Entertainment Show and some 55,000 punters came to celebrate computer games. It was such an overwhelming success, that we decided to do it all over again; only this time, bigger and better.

Step forward and bow then: The Second Future Entertainment Show.

So what have we got cooked up for you? Well for starters, absolutely every significant software house will be there. Each one will have a humungous stand packed full of computers, arcade games and special attractions like human flies, challenges and celebrities. Everything from face painting to fairground rides is catered for.



"That's right son, and this is me at Disneyland in Florida with ma wife Darlene."

The FES^2 is being held at the enormous Olympia venue. It'll be rather busier than this though!

Last year, for instance, WWF Wrestler 'Hacksaw' Jim Duggan showed up to promote Acclaim's wrestling game. You might be forgiven for thinking that those dratted console thingies had taken over the entire computer games world; you'd be wrong of course, but that's what people think. Get down to FES^2 and you'll see that computers (that's real computers like the 64 and Commodore's other baby, the Amiga) are most definitely still in charge. What's more it's your chance to show these supposedly good games players, how to really clock up a high score. So try out the games and when the crowd of spectators ask how you did it simply say "I'm one of the top–scoring, uproaring, dance flooring, hardcore 64 Corp." Or something clever and witty instead.

Stevie Jarrett ex-editor of CF had a close encounter of the WWF kind with Hacksaw Jim.

ONE FM

Last year the radio one roadshow broadcast live from the show and they're doing the same this year, only more so. The roadshow will be there during the whole show, with celebs, pop stars and radio DJs popping in for guest appearances. They will also 'do' a three hour live broadcast from the show.

"That's quite literally FEStastic mate. Rock on."

GamesMaster are going to be a rather large (some might say throbbing) presence at the show. They will be broadcasting live from the show on Thursday the 11th from 6:30 to 7:00pm, while during the rest of the week they'll be running challenges. The show's brand new compere, Dexter Fletcher

(Spike out of Press Gang) and various celebrities peeps will be turning up to try and bolster their opinion ratings with the young and influential. Hurrah.

ALADDIN NEED

Finally, if you get down to the show on the Friday you'll get a free preview ticket to Disney's absolutely fabulous new cartoon, Aladdin. This is the film which features the humungous talent of Robin Williams and is so funny that I nearly fell into the aisle on top of all those crisps and sweetie wrappers. These previews will take place on Sunday the 21st of November at 11:30 at venues up and down the country, just three days after the national premiere and before the film goes on general release.

Now personally, my pants are already trembling at the thought of all those games, celebs and hotdogs and if yours are, then get your ticket now. You cannot, I repeat, cannot buy tickets on the day, only in advance. So ring the ticket hotline on 051 356 5085 or write off to Future Entertainment Show, PO Box 2, Ellesmere Port, South Wirral, L65 3EA indicating which of the four days you want to go on. Tickets cost £6.95 for a single or £24.95 for a family ticket (group must comprise at least one adult). Don't blame us if you leave buying your ticket to the last minute and can't go.

SPOT THE SQUAD

Spot a member of CF crew at FES^2 and have your photo taken.

But what if you don't get lucky and win one of the twenty golden tickets? Well thanks to Colin the Publisher's enormous wallet, we've some great news. If you pay your money like the other 60,000 punters then you can still get some exclusive goodies. The whole CF team will be down at the show, wandering around in the vain hope of bumping into Vanessa Paradis or Brad Pitt.

If you happen to meet one of the team, you can claim your free prize from them by saying "Little fishy you're so dishy bung me a prize and grant me my wishy." The team member will then take a picture of you both together (we'll all have Polaroid instant cameras) and bung you a badge, sticker or other alluring item.

The Gremlin bike challenge proved to be jolly popular.

WINNER
FREE
ENTRY

PLAY A GAME AND WIN £10,000

Smart slides await all FES^2 attendees.

If you're a bit strapped for cash (and let's face it, who isn't?) then you might be interested in the rather excellent competition which Future Publishing is running at the moment. The National Computer Games Championships will be fought out up and down the country in regional heats from the 25th to the 29th of October and in a grand final at FES^2 where the winner will walk away with a cheque for £10,000. Lumme.

The regional heats take place in Virgin Games Centres and Megastores during half term week (October 18th – 22nd) in Scotland at the East Kilbride, Falkirk, Edinburgh and Glasgow shops. The best contenders over the week take part in a regional final on the Friday and the winner from that goes forward to the grand final. The games you'll have to play are *Pinball Fantasies* on the Amiga CD32 (hurrah!), *ThunderHawk* on the Mega CD (boo!) and *Mario All Stars* on the SNES (big boo!)

If you live in England, Ireland or Wales then get down to the Bolton, Stockport, Manchester, Birmingham, Coventry, Bromley, Croydon, Guildford, Ilford, Kingston, London Games Centre, Watford, Marble Arch, London Megastore, Bristol, Cardiff, Dublin, Belfast, Gateshead, Newcastle, Sheffield or Norwich stores during half term week (October 25th to 29th) for your chance to enter the regional final. Each regional finalist wins a Sega Megadrive, a SNES and an Amiga.

Oh look, there's Judith Chalmers.

On the big day at FES^2 the ten regional finalists will compete against each other to win the big £10,000 prize. The runner–up will get £4000 and the rest get a hearty pat on the back and a nagging feeling that they could have done better. The whole thing will be shown on national TV too. So get your bums down to Vrigin during half term and show those plebby console owners what real gamesplayers can do. I'm counting on you.

GOLDEN PREVIEW TICKETS

Now this really is special. Next month you might like to consider buying your copy of CF earlier than usual. That's because we're running a compo in which 20 extremely lucky Commodore Format readers will be invited up to the show on the Thursday for a special sneak preview.

Now as if that wasn't enough, this guided tour will be given by my good self, Hutch, the editor of this estemed organ. So not only will 20 of you get into the show for nuttink, but you'll also get in ahead of the twenty thousand other bods who'll be turning up. If you're really good I may even buy you all a Kitkat™ and a sausage roll. In the November issue of CF we'll be printing a password. The first 20 of you to phone our Reader Call Line (☎0225 442244) after 10:30am on the 27th of October quoting that password will win the tickets. If you've missed out you'll get our answering machine. Bon chance tous les mondes.

THE MIGHTY BRAIN

Our resident gooey mass of neurons and receptors can open a carton of milk without spilling any. If you'd like to ask him how, send your mail and pictures of Vanessa Paradis to TMB, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.

MAD MUSIC

Dear TMB,

1 On Wednesday I phoned you up and there was a brill answering machine. Then some brill music came on. Then somebody said, "Hi this is Commodore Format, we can't answer your call because we're too busy playing *Creatures*, ermm, I mean working on the mag." Who was that? Dave? Then somebody shouted "Dave where's my coffee?" Who was that? Clur? The music is great.

2 I was watching Grotbag's show once and it said at the end 'Light Control Colin Campbell' Is it your Colin?

3 My tape deck is broken. I looked at it and a black wire came out. So I took it to a shop and they said they'd fix it at a cost of £40 an hour. My mum said, "Forget it, I can get a new one for £30." Should it have cost £40? If so, why? If not, how much do you think should it have cost?

Mr X (you didn't include your name), Birmingham.

1 The voices you heard on the tape were indeed Dave and Clur. As you heard they spend an awful lot of time playing games and not much actually working, but then you humans are a lazy bunch at best. Incidentally, the music was from *Creatures*.

2 It is. Colin's a bit skint these days because he's got a jolly fast car which drinks the petrol. So he applied to Grotbags asking for a bit of work and a date and she said that she had an executive light control vacancy going. Well spotted Mr X.

3 Forty quid is very steep, especially when, as your mum pointed out, you can get a brand new one for £30. The trouble is that, although the problem's quite a small one, the chap who'd do the repairing is a well paid electronics specialist and used to getting paid a lot for an hour's work. My advice is to get a new one, because even after repair the problem may recur anyway.

BRILL BRAINY BRAIN

Dear TMB,

1 I'm glad the Speccy and Amstrad are dead now. Are you?

2 It's a shame that the SX64 is so hard to get hold of these days. Do you think there's any chance I'll find one? Who could I contact to purchase and get hold of one? How much would one cost?

3 Why are you so brainy and brilliant?

4 I think the Megadrive and SNES are a load of toyish garbage which could never compare to the magnificent 64. Do you agree?

5 Will the 64 be able to stay alive for another ten years?

Mark Thompson, Runcorn

1 Not really. The 8–bit machines may well have been violent enemies in the past, but these days they've got to stick together in the face of 16, 32 and even 64–bit machines. The simple fact of the matter is that 8–bit computers are the last bastion of computing as a home hobby rather than a multi-media event.

2 Who knows? Why not stick a suitably worded ad in Uncle Dave's Buy–A–Rama and see what turns up. The asking price would depend largely on the person (the vendor) who's selling it, but you'd probably have to part with about £100. Which would buy you a lot of games.

3 Lots of Diet Pepsi, a brisk brain strain in the morning, McDonald's Chicken Nuggets, The Chart Show, autumnal mornings, Vanessa Paradis and the Digable Planets.

4 Absolutely. Most console games are pathetic; they have lots of colours, nice sound and maybe even a well–known theme, but they're rarely playable. Console owners are deluded individuals who seem to have forgotten that games should be fun. Besides, who wants to spend £70 on one crappy game? You could get 18 C64 games for that price.

5 If you lot out there, who own 64s want it to stay alive, then it will. It's as simple as that.

Badger's noses, otter's spleens, SX64s get 'em while they're hot.

SX EXPENSE

Dear TMB,

1 How old are you?

2 Will your great magazine ever have its own game?

3 Why aren't your pages in glorious colour?

4 How much is an SX?

Oliver Downing, Leeds

1 Hard to say really. I was born when space curved in the original universe forming millennium. So I'm getting on a bit; certainly over 30; that's terribly old.

2 If someone would care to write one for us then

I'm sure it will. Why not write one yourself. Actually if someone creates a sufficiently brilliant game I'll convince Hutch to put it on the PowerPack. Can't say fairer than that. Can I?
3 Because I look more distinguished in grey.
4 How much is a Spicey Beanburger from Schwartz's in Bath? The cost of computers depend entirely on who's trying to flog it. Don't pay any more than about a hundred quid.

LIFE'S GREAT ADVENTURE

Dear TMB,
When I opened CF35 and saw that you'd written a special feature on adventures I was extremely pleased. I just had to write and congratulate you for catering for this much maligned game style.

I've only had my C64 for six months and right from the start I have enjoyed playing text and graphic adventures a lot more than any other game format. As I've struggled through each game (only having completed two), it was very disappointing that you didn't mention adventures in your magazine; though I still bought it each month.

I thought that *Corya* was a brilliant game and then you gave us *Jhotmania 6* – even though I'm completely stuck on this, it's still great fun to play. Please give us more adventures on the covertape. Also please make adventures a regular feature of your magazine. Keep up the good work.
Ann Castelow, Stockton.

Hutch is looking into this at the moment. We put games on the PowerPack that we feel will provide plenty of long term enjoyment to all our readers and we don't distinguish between adventure and arcade games in that respect. If there was sufficient interest in having a regular adventure column then Hutch would undoubtedly start one. Make some noise.

Michelle Pfeiffer and her pout

OZ QUIZ

Dear TMB,
I love your page, but I can't stop and chat due to space constraints; I really need to speak to Trenty (if he's still Ed. by the time you get this). You see by the time your mag gets to us, the compo dates have long since passed. So I've got an idea for a permanent compo. You set us a memory limit, with some technical specifications and we send you our mini load–a–games; games which you play while a main program is loading. The reward for this could be an item of software. It seems that all of the games on the PowerPack are crunched and loaded low into memory. This leaves, maybe, from 49152 to 53247 free for a small game. Let's face it, it's more fun to have a satisfyingly quick blast than to twiddle your thumbs while loading.
Simon Brown, Victoria, Australia.
P.S. I'd take Michelle Pfeiffer over Trenton Resnor any day.

You must be psychic Simon; Trenty's not the editor any more, Hutch is, but anyway. Hutch tells me that he's always happy to receive stuff for the covertape and that if it's really good the author will receive some reward. So get coding. Oh and Hutch agrees with you about La Pfieffer. Although he reckons that Vanessa Paradis is better still.

HENRY'S CAT LIVES ON

Dear TMB
Why don't you have a hardware review section? It would make choosing the right stuff

FULL FRAMES FURY

Dear TMB,
1 In the contents page there's a CF crew bit. Why are you never in it?
2 Why does everybody dislike Roger Frames?
3 Why did you abandon the poster pages?
4 What do you think of Jurassic Park?
5 How dare you say Hudson Hawk is a rubbish film?
6 Why is the Ed's favourite team Bristol Rovers?
7 What's the best beat–'em–up on any format?
Bruce Leckenby, Glasgow

Bath Rugby team will destroy all comers in the 93-94 season.

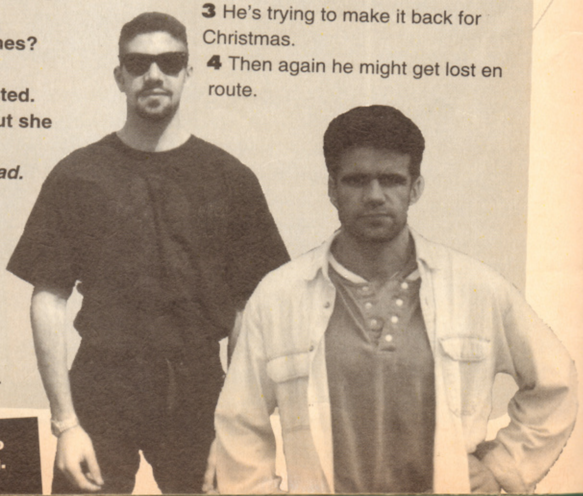
1 They'd have trouble fitting a presence as large as mine on the two pages.
2 Because he's a trainspotting drip with bad breath and dreadful taste in clothes.
3 Trenty got rid of the poster pages because he felt that two colour pages could be used much more fruitfully by other topics.
4 It's fab, especially that bit where one of the Raptors leap up towards the ceiling to try and get the girl. Of course I helped Spielberg come up with the computer graphics for those dinosaurs.
5 How dare I say it? Because these are my pages and I can say what I want. The fact remains that Hudson Hawk's a rubbishy film. Hutch said he quite enjoyed it though which just proves how deluded he is.
6 It isn't. It was Trenty's favourite team, Hutch can't stand football and so doesn't have a team. He does however support Bath Rugby club, Somerset Cricket club, the New York Rangers ice hockey team and the Knicks basketball team.
7 International Karate Plus. Nothing comes close to its brilliant two player action.

BRISTOL ROVERS
1993 - 94 SEASON
LEX TARG
OFFICIAL PROGRAMME NO. 1
BRISTOL ROVERS
V's
BOURNEMOUTH
14th AUGUST 1993
3pm KICK OFF
Endsleigh Insurance League
DIVISION TWO
PRICE £1.20
The Pirates
Brought to you in association with
ROMAN GLASS COMPANY
Not so sure what the unhappy Bristol Rovers will do this season though.

ROGER'S RETURN

Dear TMB,
1 Are the Rowlands Boyz twins? Because me and my brother are twins.
2 Why don't you review PowerPack games?
3 When is Roger coming back?
4 Not that we like him, we're just interested. By the way, we have a head at school, but she doesn't look a bit like you.
Paul and Michael McMillan, East Grinstead.

1 They are twins, although as you'll have probably noticed from the photos in the magazine, they're not identical. Hutch and Ollie went out for a bit of a shandy session with them recently and we can confirm that Steve's jolly quiet and John likes House of Pain. They both have large basketball boots.
2 Because if they're good enough to make it onto the tape then they're top quality. The scores would get jolly monotonous.
3 He's trying to make it back for Christmas.
4 Then again he might get lost en route.

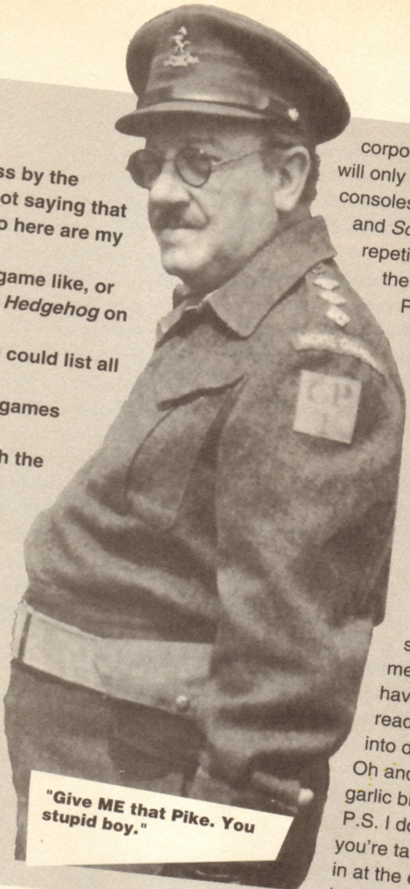

We are the management. No job's too big, no fee's too big.

much easier. Anyway , live long and prosper, oh pulsing orb.
Stewart Ramage, Perthshire

Because there's not a massive amount of hardware out there for the 64. If any stuff does crop up then we will of course give it a rating. If there are any companies out there who have hardware they'd like reviewing send it *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2BW.

I'M SO DIZZY

Dear TMB,
Every month I'm knocked senseless by the stunning contents of CF (and I'm not saying that to get my letter printed, honest!), so here are my questions.
1 Do you think there will ever be a game like, or even vaguely resembling, *Sonic the Hedgehog* on the C64?
2 Would it be too much to ask if you could list all the *Dizzy* games available.
3 Are there any good Mickey Mouse games out, or coming out, on the C64?
4 If you happen to be passing through the Seventh Dimension of the Ninth Universe (parallel time/space gate 82), could you please tell my good friend Ing Nulstyx to cancel my order of Venentian pizza and fries.
Dan Huber, South Cadbury
P.S. I have spent hours slowly typing this out on my mum's word processor, so if you don't print my letter your girlfriend (the Beautiful Brain of Bournemouth) might find out what you were doing at the end of time last night.


"Give ME that Pike. You stupid boy."

1 Yes and no. Sonic is the hugely expensive and massively hyped product of one large corporation; games featuring him will only ever appear on Sega consoles. But who cares? *Sonic* and *Sonic 2* were bland, repetitive, linear games with all the lasting interest of Songs of Praise. The good news is that having played *Mayhem in Monsterland* I can confirm that it's hotter than any console game I've had the misfortune to play.
2 Yes.
3 No.
4 You're too late, the delivery boy's already on his way through the Magnoxian sub-space delta. He told me that you'd better have your Cargalcredits ready or he'll turn you into deep space debris. Oh and he's eaten your garlic bread.
P.S. I don't know what you're talking about. I stayed in at the end of time last night to watch

I LOVE CF

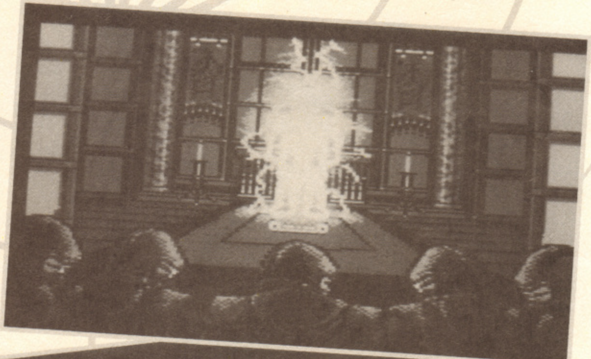
Dear TMB,
1 Are there any plans for *James Pond* 1 and 3, *Zool*, *Prince of Persia*, *New Zealand Story 2*, *Creatures 3*, *Parasol Stars* and *Aquatic Games*?
2 When I load *Creatures 2* on my C64 with 1541 drive it loads perfectly. But when I load it on my C128 with 1571 drive, it doesn't load at all. Well, sometimes it loads. How on earth is this possible?
3 Could you please put a game editor on your brilliant PowerPack?
4 I want to connect my C64 to my hi-fi. How do I do this?
Wilco Ibes, Holland

1 No. Except that *Creatures 3* is (in a sense) really *Mayhem in Monsterland.*
2 Must be some quirk built into the *Creatures 2* loader, either that or your 1571 is a bit ditzy.
3 Hutch says he'll see.
4 The best way to do this requires the use of a video and a hi-fi. Connect your aerial lead to the back of the video rather than the TV. Then take a lead from the RF Out socket to the back of your TV. Attach the audio out sockets on your video to a spare socket (say Auxiliary) on your hi-fi. Turn everything on (remembering to set the TV channel to the number of the video) and you should get lovely loud sound.

CUT PRICE FIFTY

Dear TMB,
1 Wizard Games are selling *First Samurai* you £3.99. At Software City it's £8.99. How come?
2 On *Last Ninja*, when I complete the Palace gardens level it won't load the dungeons level. I've tried turning the tape over but it won't work and in the instruction it says something about Part Two.
3 How come you've cut the top fifty down to the top ten?
Ian Smillie, Isleworth

1 Wizard Games have obviously discounted the game to clear it from their stocklist.
2 When it fails to load, take the tape out straight away and put it in your hi-fi's tape player. Turn the volume right down, hit play and listen out for a horrible squealy noise. If there is such a noise on your tape then your datasette's probably at fault, either clean the heads or replace it. If there isn't any noise then there isn't a part two.
3 Because the charts are getting increasingly inaccurate. We're currently looking into ways of making them better.



Right let's start again. Who ordered the Sweet and Sour pork?

CHEEKY TAPE CHEWER

Dear Mr Brain,
1 My Datasette chewed up PowerPack 23, so I sent it off to be replaced. In a couple of weeks I got it back again with a note saying that it was no longer available. When I looked on the mail order pages of the current issue it was still available on the front of the magazine. So why can't I have a replacement tape?
2 Will there ever be any games like *Monkey Island* out for the C64 or C128?
3 Can you tell me where I can get some C128 games from?
Nick Allen, Nuneaton

1 We can't simply duplicate single tapes from back issues, it'd cost a fortune. When we create the tapes we have a number left over which are sent out to people with faulty ones. This only operates for a couple of months after the cover month because very few people write in after the issue has been on sale for a couple of weeks. Besides which, why should we replace it? It was your Datasette that chewed it up after all? If you bought a pair of trainers and ripped them while playing football, you couldn't take them back to the shop for a new pair, especially if it was over a year since you'd bought them; they'd laugh you out of the shop. If you really want the tape then the best way of getting hold of it is to either a) advertise in the Buy–A–Rama or b) buy the whole back issue.
2 No.
3 There aren't any specifically C128 games on sale. At least, no in this quadrant.
4 Oh crumbs, I think I've left the flipping iron on. Mr Bovary will have my guts for garters. Four and sixpence please squire and next time give me lots of crunchy bits. But the space time continuum will fold in upon itself and melt space. Man.

LEMMINGS RULE

Dear TMB,

1 In a previous CF you said that there would be a campaign against Frames. Where is it?

2 What do you have against the rest of the CF crew? You must have insulted just about everyone by now.

3 If you're a brain, how do you read letters with no eyes and write replies with no arms?

4 Whoever wrote C35's PowerPack instructions got it wrong. When I loaded Lemmings, the joystick port was port 2. So there!

5 Whose great idea was it to put *Lemmings* on side 2? I had to waste gameplaying time fast forwarding the tape.

6 If *Lemmings* is finished and our demo came straight off it, where's the soundtrack? I want to hear "Let's go" followed by the brill music, as on other formats.

7 When is the *Lemmings* review?

Simon Partridge, Boston

1 With Frames not here there seems little point in it. If he returns I might.

2 All except Hutch. Who is a power–obsessed keep–fit fanatic with a taste for terrible and loud, modern 'pop' music.

3 I sense the letters to read them. To write them I merely connect cerebrally with the typesetting computers in the office and download my data onto them through my cortex.

4 That'll be Clur's fault then. Still hardly a huge mistake is it? I mean compared to the Chernobyl or something.

5 Patience is a virtue.

6 Not sure if there'll be any samples or music in the game. If the programmer's crammed so much in there then it's a bit unlikely. Besides, on other formats they've got half a megabyte of memory to play with, the 64's only got an eighth of that.

7 Whenever the programmer gets off his arse and finishes it and Psygnosis can be bothered to release it. Probably sometime in the next decade.

Lemmings 50 – TMB 1.

CARLISLE UTD ARE CRAP

Dear TMB

1 Why don't you get rid of Techie Tips, it's a good column, but not as good as yours.

2 It must be dead hard to play computer games, being just a brain. So how do you do it?

3 Why are Carlisle Utd so crap?

4 Why don't you make your column more colourful; issue 35 was black and white.

5 Why don't you make up with Clur?

6 Forget about Clur, Lisa's the one.

David Barbour, Currock Carlisle

1 There's room for all different sorts of column in Commodore Format. Techie Tips is one of the most popular sections in the magazine, so it'll definitely be staying.

2 I connect cerebrally with the 64 and we upload and download data to each other.

3 Because they're from Carlisle?

4 Because it's mainly text. We have to have a certain amount of black and white in the issue and the colour is better used in bits like the games section.

5 Because life's too short. For you mortals anyway.

6 Yeah right.

Today's forward thinking woman should look dead hard.

ACADEMIC BLUES

Dear Sir,

I bought the August issue of Commodore Format with the PowerPack game but I was very disappointed as *Space Academy* doesn't work properly. Can anything be done about this?

Colette Couldridge, Billericay

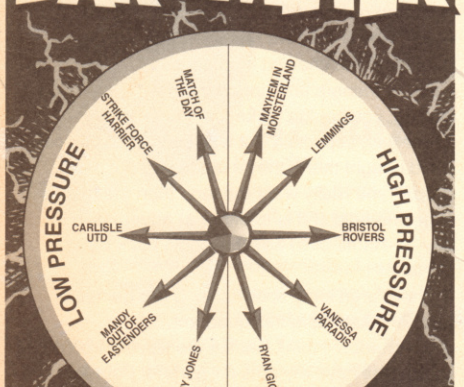
You don't say whether the program won't load or whether it mucks up during play. If it won't load then either your datasette or the tape is wrong. If the tape's wrong then send it back with a self–addressed envelope to CF35 Tape Replacement, Ablex Audio Video, Harcourt, Telford, Shropshire, TF7 4QD. If you still get problems then your Datasette might need cleaning, so get a tape head cleaner.

Alternatively, try lining the heads up with an Azimuth program.

ADIOS AMIGOS

Enjoy that lot? No? Well then write to me and explain yourself. The more mail I get, the larger my cerebral cortex swells and the brainier I get. I need your input so don't delay, write today to TMB, 30 Monmouth Street, Bath, Avon, BA1 2BW. Think on!

THE MIGHTY BAROMETER



SOAP BOX

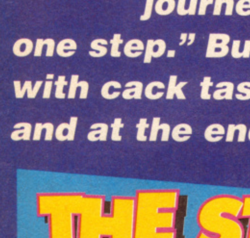
With software houses all over the place deciding that the C64's not a 'viable' market, I started my brain cells a–working on why. The most obvious reason is of course that scourge of the computer industry, the console. The old school software houses (US Gold, Ocean, Domark et al) have discovered that it's far more lucrative and far easier to create games for the Segas and Nintendos of this world than it is for the C64.

Software companies used to be content when they sold 50,000 copies of one of their better titles. These days even the knobbiest of console games will 'do' about 200,000 copies and at £40-£50 a pop you're talking serious money. So the software houses (being businesses and therefore into the idea of making money) thought 'why should we bust our hump creating games for these computery things when console games only take half the time to create and we can earn fifty times as much money from them'. You can't fight the logic of it, can you?

So inevitably, one by one, the softies have wheeled out the phrase about the Commodore market being dead, when what they actually mean is that its profit pool is far less. Now in days gone by, companies such as CodeMasters would wheel out zillions of budget games to universal acclaim and make a mint from them. These days, however, even the Codies 64 release schedule is looking decidedly Slimfast™ and you lot, the C64 Corp who've stuck by your machine are wondering how long it can possibly go on for.

The answer is that it's largely up to you. There are lots of back room programmers feverishly coding away, honing their talents and having fun in the process. As long as these guys carry on creating games, the C64 will go from strength to strength. Just don't hide your lights under a Skoda Okay peeps?

We've made a MONSTER



Chairman Mao once said: "The journey of a thousand miles starts with just one step." But then he was a commie slaphead with cack taste in clothes. Far better dressed and at the end of their journey are the funky fresh Apex twins.

THE STORY SO FAR...

One year ago the Apex twins (John and Steve Rowlands) started coding a platform game called Mayhem in Monsterland. This month they finally finish the game and suddenly realise that while they have toiled away, flares, snorkel jackets, slinkies and Mattel Intellivisions are no longer in fashion. The dynamic duo are saddened by this because it means a complete change of wardrobe.

This man cannot drink Tequila!

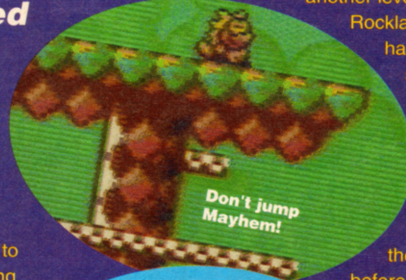
Here we are after twelve months of production, with Mayhem In Monsterland nearing completion. Yes, we did expect to finish it sooner and yes, every game we have written has taken twice as long to finish. But that's what you get for designing high–quality original games.

This month we create the monster maps using our custom monster editor. This is one of the last major areas of the game to be completed and can take a long time to finish. It not only involves the creation of the maps, but also playtesting and subsequent tweaking.

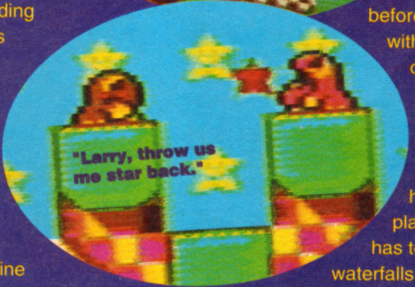
Other parts of MIM still left to finish are the presentation and loading routines. The presentation routines cover MIM's title screen, level and game complete sequences and help the game flow from one part to the next.

There are two distinct types of loading routines though. Firstly there's the routine which loads the game itself into your trusty C64, followed by the level loader which loads in each level (pretty obvious, eh?).

This is typically the worst part of game production and has been known to range from two weeks to one afternoon! Let's just hope that it goes well.this time around, because the local off-licence is running dangerouly low on K, TNT, Diamond White, Dry Blackthron, Special Brew, Kestrel Super and popodum crisps.



Don't jump Mayhem!



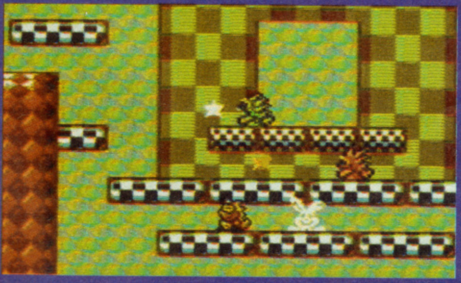
"Larry, throw us me star back."

Jubilant July Week — 1

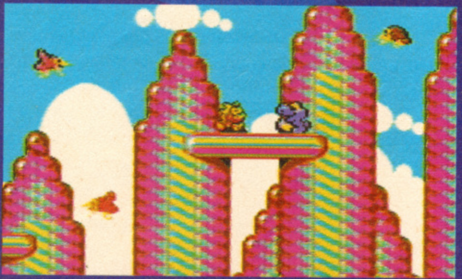
JOHN: I was in 'tweak mode' for the first few days this week, as we decided to give some of the SAD stages in the game a slightly more spooky feel by adding some lightning. This represented by flashing in the sky, illuminating dark clouds that aren't normally visible. Topped off with a spiffy lightning sound effect, a lot of atmosphere has been added at not much memory expense. Groovy.

The success of the water chambers in Spottyland made us want to include water on another level. This other level is Rockland, purely because it has the most graphic space left at the moment. If we just copied the chambers of water from Spottyland to Rockland, you'd get that 'haven't I seen these somewhere before?' feel. So we came up with waterfalls. Not the little ones that Clyde Radcliffe rides over in Creatures, but big ones that fall in front of the platforms. Mayhem has to traverse the platforms and therefore has to run through these waterfalls. This gave me a chance to put in some flashy parallax animation. This water slows Mayhem down, but the waterfalls on Rockland don't. If you imagine running through a waterfall, the only restriction you would have would be the pressure of the water on your head (well, that and not having much air to breathe). So Mayhem can run through at normal speed, but falls off platforms faster and cannot jump as high. Which makes it a little harder for Mayhem to jump on the monsters heads.

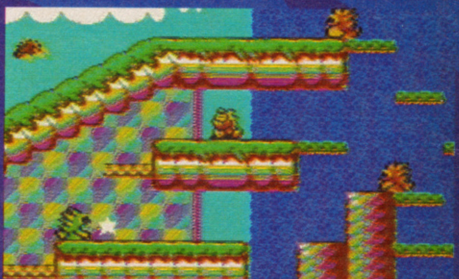
STEVE: Since John finished his 'mega-fabbo-brill' alien editor last month I thought I might start to use



That ghost bunny is actually a half-life power-up. Use it wisely, oh Mayhemers.

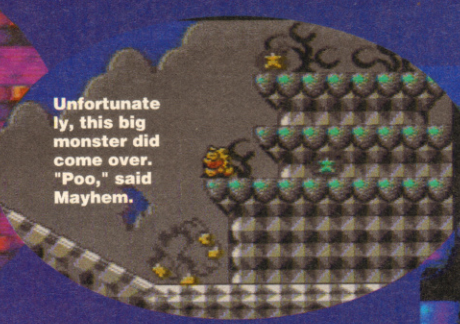


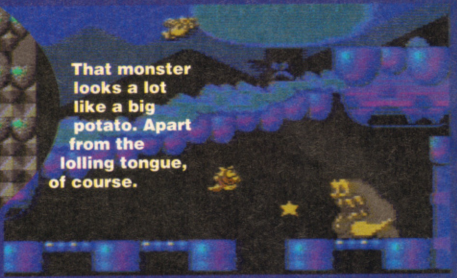
If you suffer from vertigo it might be a good idea to avoid the higher platforms in the game.



Explore each level carefully and you'll discover all sorts of secret passages and power-ups.

"That's fighting talk where I come from," said Mayhem.


Unfortunately, this big monster did come over. "Poo," said Mayhem.


That monster looks a lot like a big potato. Apart from the lolling tongue, of course.

it to map on the very first aliens in the game. These are beginning to compliment the Spottyland backgrounds nicely. Before I started populating Spottyland I had to make a list of monsters that I needed. This involved me scrolling slowly through the map and jotting down ideas when they came to me. This list is limited to a total number of monster animations though. The average monster normally has a walk left sequence, a walk right sequence and a stance animation. So when you have four sprite animations for left, four for right and one for stance, it's not too bad. But when the monster is a big one using two or three sprites per animation frame, these numbers double or triple. This is the sort of thing I consider when compiling the monster sprite banks.

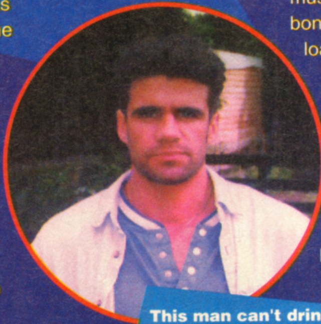
> *Yipee! I'm coding the presentation at last, and I've only been waiting a year to do it*

WEEK 2

JOHN: With only a few weeks to go, I thought it was time to include Mayhem's death routine. This basically makes Mayhem stop whatever he's doing upon contact with a monster and fall off screen (complete with a suitable 'ouch' sound effect). This makes the game feel a lot less like a demo as you now have to be careful not to run into enemies. One thing we have noticed though is that it's quite difficult to do this, especially when charging around at full speed. So I coded a half-life facility which gives Mayhem two chances per life. If he has lost half his life, his lives flash in the status area to let you know (aren't we kind?).

The half life facility gives Mayhem another bonus icon to collect (i.e. a half life icon, wow). This is represented by a blue heart, with a red heart representing an extra life and a rainbow heart representing a continue.

STEVE: The spotty monsters from last week are now happily populating Spottyland. Next on the road to a completed version of Mayhem is a bundle of game sound effects John's been pestering me for. These include lightning, skid bonus, level complete SFX when your bonuses count up, game over and a time low sound effect that will really grab your attention. The skid bonus effect will get higher as Mayhem skids over the finish line for longer (and the points get bigger). The time low sound is designed as a warning similar to an alarm, so you can't really miss it. Now on to more monsters, with Cherryland next to be populated. As with Spottyland first things first, a monster list followed by a monster sprite bank. Then John creates some monster patterns that make the monsters walk, run, fly, skid, jump and swim (amongst other things).


This man can't drink tequilla either.

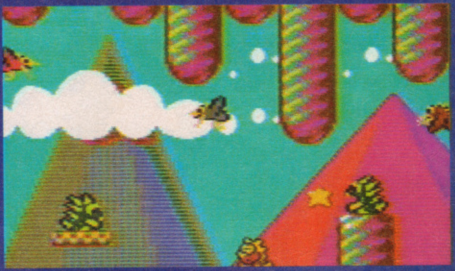
WEEK 3

JOHN: Yipee! I'm coding the presentation at last, and I've only been waiting a year to do it. This includes everything from the title screen to the loading screen to the conversion screen. "What's the conversion screen?" I hear you cry. This is when Mayhem drops off the Sad version of each level into a cave. In the cave is his bestest buddy Theo Saurus. Mayhem must give Theo his bags of magic dust that he has collected from the sad monsters. When Mayhem returns to the level, it's bright and sunny with happy monsters. Mayhem must then collect over the finish line. Then all his bonuses are added to his score and the next level loads.

Once Mayhem has lost all his lives the Game Over screen appears and asks whether you want to continue the game (if you have any continues that is). With all these sequences nearing completion, the game really has come together in the last month. It's turning out better than we could have hoped and is by far our best game ever.

STEVE: Now John has given me the Cherryland monster patterns with the monster editor, I can go monster mapping. Cherryland has a lot of slopes, especially in the tunnel section, so we have put in a lot of different slope movements for the monsters. Life's hard.

A few days later and I've finished Cherryland (in a very short time indeed). I now have to behind to tackle Jellyland. Once again monsters have to be selected. I do actually have a big list of monsters for the game which I just look through and choose. Since Jellyland is the first


Avoid those spikey monsters at all costs. Touch one and you'll lose a half-life.

MAYHEM REVIEWED

Next month your fun–loving CF review team will be giving Mayhem in Monsterland a right going over. As the release of this game is such a big event, we'll all be chipping in our opinions to bring you the low down on this prospective Mario–bashing, Sonic–squashing televisual delight. We'll also (how good are we to you?) be running another demo from later in the game, a demo you won't have seen anywhere else at all ever, no matter how much they might have complained about it. Hurrah! Hurrah!

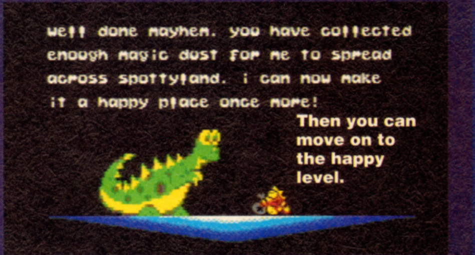
There are very few friendly monsters in the game, only Theo Saurus in fact.

"is the tuck shop open yet?" said Mayhem. "Nope, but I've got some sticky buns." said Theo.

Looks a lot like a scene from celebrity squares doesn't it readers? There's Wille Rushton.

Meet Theo Saurus, Mayhem's best friend and the chap who you deliver the magic dust to.

This is collected on the sad levels by bouncing on the spitting monsters.


well done mayhem. you have collected enough magic dust for me to spread across spottyland. i can now make it a happy place once more!

Then you can move on to the happy level.

Those little doors are restart points.

Grouchy looking monster isn't he!

level to appear in the final game the monsters for this level have to be especially easy, as with the map. The map tests out nearly all the types of movement you will need for the whole game like walking, charging, jumping and falling through platforms. The monsters for this level don't have spikes on their backs or heads (which are on later levels) and they don't shoot anywhere near as many bullets, making them easier to get past. Also I think a nice range of icons to collect would be nice, just to give the player a taste of things to come, and to want more and more as if their life depended on it.

> *When Mayhem returns to the level, it's bright and sunny with happy monsters*

WEEK 4

JOHN: We're approaching the final stages of the game now, which mainly involves coordinating the background maps with the monster maps. We then have to playtest them, checking that they coincide with each other all the way through each level – on Sad and Happy. This is relatively time consuming and will probably take the next week or so to complete. It can prove great fun though as I'm not programming anymore, but actually playing the game all day (hee hee).

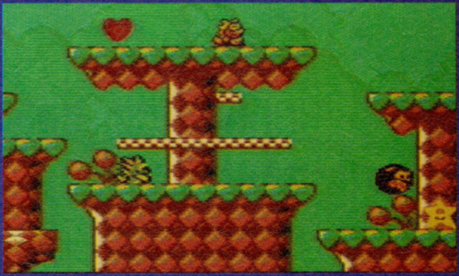
Once that's done, we take a trip to Ablex to physically duplicate each cassette and disk. There we create 'masters' of the game, which we test and approve (if everything goes well). We then have to design the advertisement. This will be done with the one and only Ollie Alderton, who is responsible for the design of Commodore Format, no less. Next we create the inlays and instruction booklet for the game and Ablex insert these into each box. Once all this has been done, the game is finished.

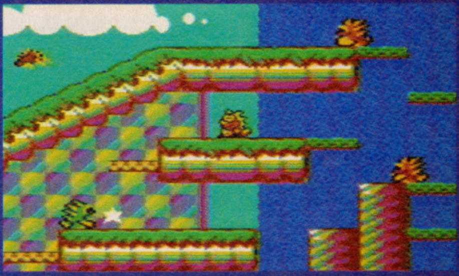
STEVE: Now the last major thing to do for the game is music. We need tunes for the title screen, level complete, game complete, intro and all the background music for the levels. This is quite a big task and I need a lot of inspiration for all that lot, but I have a few good tunes already on disk. These tunes will be adjusted, with lots of bits being added, but the title music will be started from scratch (I've got a really good idea for that). The game complete and intro music are nearly done (as they've been worked on over several months) and despite needing a little more work it looks like the whole lot will be complete in time for the deadline we've set ourselves.

While John and I are working all hours of the day and night trying to finish the game, good old Andy Roberts is playtesting the latest version to death. Which is good because the released version shouldn't have any bugs. But, this means when Andy finds bugs they've got to be corrected. It's bad enough trying to squeeze all the work we have already into the hours of the day without Andy giving us more to do. But when it comes down to it, this is the way it has to be done to produce a game of this quality, and a game that we will be proud to release.

NEXT MUNF

Yes, we know this is the last installment, but we're still here next month! We're back to answer all the questions that you may want to ask about MIM. So if you've got a question to ask and haven't yet, write to: Monstermind, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2BW.


Yipee! An extra life icon. The red hearts aren't balloons, but life savers.


Meanwhile, underground, a lizard monster guards a white star with a Stanley knife.

MAYHEM IN MONSTERLAND WAS CREATED WITH HELP FROM THE FOLLOWING:

Mum & Dad's financial backing
Tracy's and Chris's moral support
Andy Roberts extensive playtesting
Two C64s, one C128, one PDS, three monitors, one TV, two disk drives, two Action Replay cartridges, one Power cartridge, four joysticks and one icontroller
Two sprite editors, two character editors, one char/block/map checker, five map editors, five monster editors, one music and SFX editor
Five cassettes
217 floppy disks (!)
Copious amounts of Strongbow Super, Strongbow White, TNT and K
Late nights with House of Pain, Ice Cube and selected House/Dance music

Those small stripey platforms (on the left) can be passed through be pulling down on the joystick.

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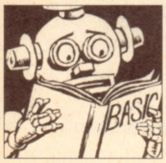
TECHIE TIPS

He knows who shot Kennedy, he witnessed Lord Lucan's disappearance and he has the address of the man who created McDonald's Mild Curry Sauce. Jason Finch has all the facts, so write to him at Techie Tips,* Commodore Format, *30 Monmouth Street, Bath, Avon, BA1 2BW.

HEX VEX



Dear Techie Tips,

You sometimes give people memory addresses in hexadecimal numbers instead of normal ones. The trouble is, sometimes you don't put the normal ones in brackets. Is there any chance you could give me a program that will convert a hexadecimal number into a normal one?

Simon Cook, Boston.

I can go one better than that for you, Simon. Here is a program that converts a hex number into a decimal one (if you precede it with a dollar sign), and also a decimal number into its hex equivalent if you don't put the $ symbol there.

```
10 OPEN 1,0:PRINT:PRINT “ENTER VALUE:”;
15 INPUT#1,A$:CLOSE 1
20 IF LEFT$(A$,1)=”$” THEN 50
25 REM DO DECIMAL TO HEX
30 D=VAL(A$):H$=””
35 IF D=0 THEN PRINT “= $”;H$:GOTO 10
40 A=INT(D/16): H$=MID$(“0123456789ABCDEF”,1+D-
A*16,1)+H$: D=A:GOTO 35
45 REM DO HEX TO DECIMAL
50 D=0:A$=MID$(A$,2):IF A$=”” THEN 60
55 FOR N=1 TO LEN(A$):A=ASC(MID$(A$,N,1))-
48:D=D*16+A+(A>9)*7:NEXT N
50 PRINT “=”;D:GOTO 10
```

LINEARLY CHALLENGED

Dear Techie Tips,

I am trying to write a BASIC program that enables me to draw on a bitmapped screen; I want it to be able to draw circles, lines, triangles, boxes and so on. I've managed to get circles

➤

SOUND ADVICE

Dear Techie Tips,

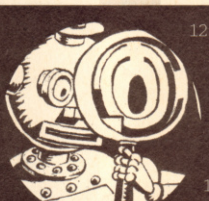
1 I wish to create a fighting game on tape, but how do I go about it?

2 How can I get a beep to sound if I type a letter?

S.Weir, Birmingham.

1 I wish to make a time machine, but how do I go about it? Get real! Your question's far too general. The first step would be to have a blank tape handy and a good idea of what will be involved in playing the game.

2 I'm not entirely sure whether you just want to know how to make the computer go MEEP every now and then, or whether you want something that will make a noise every time you press a key. If the latter is the case, you need to alter the Keyboard Table Setup vector at locations $028F and $0290, which is what the machine code produced by this Basic loader will do.



```
0 REM KEYBEEPER BY J.FINCH
1 FOR X=49152 TO
49220:READ Y:C=C+Y:POKE
X,Y:NEXT X
2 IF C<>8402 THEN PRINT “DATA ERROR”:END
3 SYS 49152
10 DATA 169,011,141,143,002,169,192,
141
11 DATA 144,002,096,072,138,072,
152,072
12 DATA 169,015,141,024,212,169,000,141
13 DATA 005,212,169,240,141,006, 212,
169
14 DATA 048,141,001,212,169,000,141,
000
15 DATA 212,169,017,141,004,212,
162,040
16 DATA 160,000,136,208,253,202,208,
250
17 DATA 169,016,141,004,212,104,168,104
18 DATA 170,104,076,072,235
```

On the other hand, if you just want the occasional beep, check out this Basic version.

```
100 S=54272
110 FOR N=0 TO 24:POKE S+N,0:NEXT N
120 POKE S+24,15:REM VOLUME
130 POKE S+5,0:POKE S+6,240:REM ADSR
140 POKE S,0:POKE S+1,48    :REM FREQ
149 :
150 GET A$:IF A$=”” THEN 150
159 :
160 POKE S+4,17:        REM SOUND BEEP
170 FOR T=1 TO 50:NEXT:REM HOLD IT
180 POKE S+4,16:        REM STOP BEEP
189 :
190 GOTO 150
```

"Now you've torn it Dwight. Vanessa Paradis is much hornier than Danii Minogue. Take this!"

worked out, but how do I work out which pixels to plot when it's drawing a line between two points that could be anywhere on the screen? I would really appreciate any assistance.
Keith Johnson, Hoddesdon.

To draw lines you have to work out how far the computer must go in one direction before it makes a "step" in the other direction. This program draws lines from any point on the screen to any other, assuming they are within the range X=0-319 and Y=0-199. The start and end points are given in lines 150 and 160. On the Power Pack tape you should find an equivalent program which has a REM statement for practically every line to explain just what is happening.

```
100 REM HIRES LINE BY J.FINCH
110 POKE 53265,PEEK(53265)OR32
120 POKE 53272,PEEK(53272)OR8
130 PRINT CHR$(147):FOR X=8192 TO 16191:POKE
X,0:NEXT
140 FOR X=1024 TO 2023:POKE X,15:NEXT
150 X1= 40:Y1= 60
160 X2=180:Y2=130
170 F=0
180 AX=X2-X1:DX=ABS(AX)
190 AY=Y2-Y1:DY=ABS(AY)
200 IF DX>=DY THEN 260
210 F=1
220 S=Y1:Y1=X1:X1=S
230 S=Y2:Y2=X2:X2=S
240 AX=X2-X1:DX=ABS(AX)
250 AY=Y2-Y1:DY=ABS(AY)
260 I1=DY*2:D=I1-DX
270 I2=(DY-DX)*2
280 IF Y1>Y2 THEN 300
290 X=X1:Y=Y1:XE=X2:GOTO 310
300 X=X2:Y=Y2:XE=X1
310 GOSUB 400
320 U=-1
330 IF (AX<0 AND AY<0) OR (AX>=0 AND AY>=0)
THEN U=1
340 IF X=XE THEN END
350 X=X+U
360 IF D>=0 THEN Y=Y+1:D=D+I2:GOTO 380
370 D=D+I1
380 GOSUB 400
390 GOTO 340
400 XP=X:YP=Y:IF F=1 THEN XP=Y:YP=X
410 BYTE=8192+INT(YP/8)*320+INT(XP/8)*8+(YP
AND 7)
420 BIT=7-(XP AND 7)
430 POKE BYTE,PEEK(BYTE)OR(2^BIT)
440 RETURN
```

DOUBLE VISION

Dear Techie Tips,

1 Is it possible to have two characters at one location at once, both being visible?

2 Can any character be two colours at once?

3 I have tried a number of times to get my 64 to POKE my name all over the screen using the RND function, yet I have been unable to do this. Is it difficult to do?

Paul Gibbs, Leeds.

1 You can flick very fast between two different screens which will give the illusion that two different characters are in the same place at the same time, but you will need to use raster interrupts and your screen will flicker a lot. Find another approach to doing what you want; have you considered using a user-defined character set?

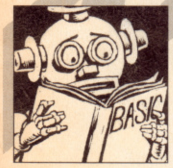
2 As with the first part, you can flick between two different colours very fast and, so long as they are the same brightness, you will get a new colour. The Apex Boyz use this trick to generate what appear to be loads of new colours. However, I suspect you are aiming more towards multicolour mode. If you enter POKE53270,PEEK(53270)OR16 you should find that the characters on the screen go funny. Type POKE 53282,7 and POKE 53283,5 and bits of the letters should change colour. Hold down the Commodore key and tap a number from 1 to 8 and then type something. You'll end up with letters in more than one colour.

3 Anything's difficult when you don't know how to do it, but work through this short proggy and it will all come to you in a flash of inspiration.

```
10 PRINT CHR$(147)
19 REM SETUP POKE CODES FOR LETTERS
20 C(0)=16:C(1)=1:C(2)=21:C(3)=12
29 REM GET A RANDOM X AND Y POSITION
30 X=INT(RND(1)*36)+1
40 Y=INT(RND(1)*24)+1
49 REM POKE EACH LETTER IN TURN
50 FOR N=0 TO 3
60 POKE 1024+Y*40+X+N,C(N)
70 NEXT N
79 REM DO IT AGAIN
80 GOTO 30
```

Enter the listing above and you should get a clear idea about how to poke to the screen.

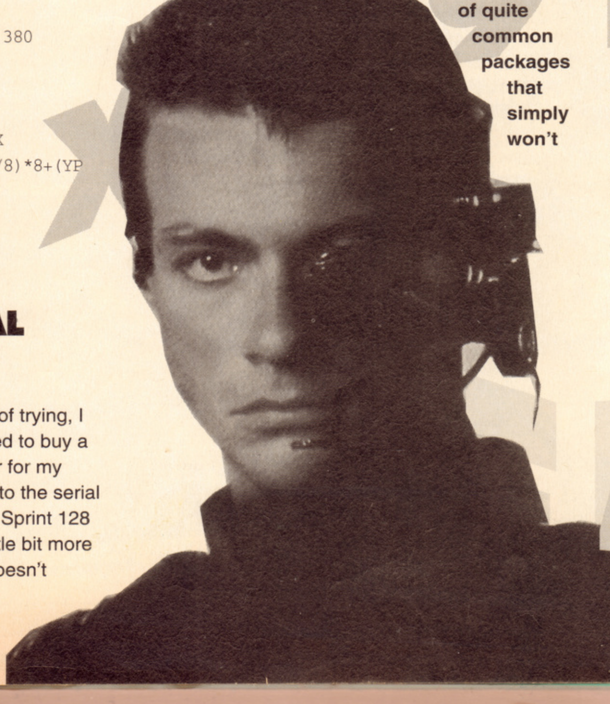
UNIVERSAL SOLDIER



Dear Techie Tips,

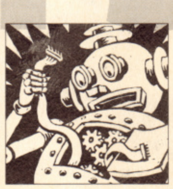
After many months of trying, I have finally managed to buy a second-hand printer for my C64. It is not a normal one that plugs into the serial port and it came with this thing called a Sprint 128 Printer Interface. Could you tell me a little bit more about the interface please because it doesn't seem to work with some of my programs. Is it likely to be the interface, the computer or the printer that is at fault; and if it is only this Sprint 128, are there any decent printer interfaces around that will allow my printer to work with absolutely everything?
John Fielding, Burnley.

Well it would probably have helped if you'd divulged what kind of printer it was that you had bought. That aside, it's likely to be the Sprint 128 more than anything; to say they are useless would be an understatement. It's true that they work with a lot of software, but there are a number of quite common packages that simply won't communicate with your printer if you're using a Sprint 128. Your best bet would be to invest in a C64 Universal Printer Interface from Meedmore Ltd, ☎051 521 2202. Quite a high price to pay, perhaps, but it will work with anything you choose to throw at it. It's "fully intelligent" which doesn't mean it will do your maths homework for you; but it will work out what the computer is trying to tell the printer, and translate it accordingly. The stock code number that Meedmore will want is A0036, and I recommend this particular box of tricks to anyone either with a parallel printer or contemplating buying one. The Universal interface certainly will carry out all instructions to perfection. *(You don't work for Meedmore by any chance Jason? – Ed).*



"That's right, you too can have one of these state-of-the-art head deep fat friers. Just call our credit card hotline now. If lines are busy, call later, but do call.

GRAND OFFER



Dear Techie Tips,

1 I have seen an advertisement for a Quick Data Drive in CF. Is this a true offer or is it bogus?

2 If it is not bogus, what type of cartridges does it take?

3 Also advertised in CF is an adventure called *The Argon Factor* which says it has a one thousand pound first prize and lots of other prizes as well. Is this genuine?

Michael Peters, Doncaster.

1 It's a real offer.

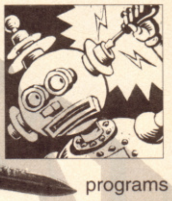
2 It doesn't take standard cartridges, that's for sure. They are strange little things that are basically a

cross between a micro cassette and a 3.5" disk. But that's to be expected because the QDD can't decide itself whether it is a tape deck or a disk drive and so I'm not sure it's worth buying one; there is very little software around for the archaic devices, and if you're thinking of buying one in an effort to improve your storage, don't bother - stick to your tape deck, it's far easier to use.

3 Yes, that too is completely genuine and for anybody wanting to get into the realm of adventures, or for those that are already there, I would definitely recommend it. It's a first class adventure; especially when there's one grand up for grabs! Incidentally, if you do win the money, remember all your old pals down at Commodore Format. Ollie would quite like a new Batphone and my Nike Trainers are nearly dead.

If you eat all your Weetabix™, drink all your Lucozade™ and play horribly violent computer games you can end up looking like this unpleasant chap.

COMMA CHAMELEON



Dear Techie Tips,

I want to use a SYS command with parameters in my BASIC programs to get the best out of my C64 without having to write 100% machine code. For example:

`SYS 49152,P1,P2,P3.`

Could you tell me which Basic routine deals with a comma followed by a parameter (as in POKE address,parameter) and which register receives the parameter.

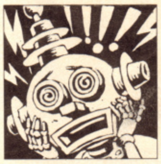
Charles Samson, Dundee.

It's not a Basic routine at all that you need. You need to do it in the machine code itself, and it is done by calling three ROM routines: `JSR $E20E`, `JSR $AD9E`, `JSR $B7F7` in that order. The value of the parameter will be returned in lo/hi byte format in $14 and $15 respectively. For example, you could give this a try:

```
A C000 JSR $E20E
> C003 JSR $AD9E
> C006 JSR $B7F7
> C009 LDA $15
> C00B STA $D021
> C00E LDA $14
> C010 STA $D020
> C013 RTS
```

If you enter that using a machine code monitor, and then return to Basic and enter: `SYS 49152,11*256+5` you should find that the colour of the background turns grey and the border turns green. But then that's a horrible combination of colours, so experiment.

KILLJOY



Dear Techie Tips,

I have recently bought a joystick that has a switch on it that enables the joystick to work with a load of other computers, not just the C64. The strange thing is that whenever I push the top fire button whilst pushing forwards, the computer resets. This happens when it is plugged into either one of the ports.

1 What could be causing the computer to reset?
2 Is it supposed to be happening?
3 Will it end up damaging my computer if I use the effect too much?

David Tomlinson, Bournemouth.

1 If you look at the joystick ports on the side of the computer, they have nine pins - five along the top and four along the bottom. The two middle ones on the bottom, pins 7 and 8, are +5V and GROUND respectively. If you put a wire across them it shorts out the computer and it resets. Your joystick will be causing a connection across those two pins. This is the equivalent of you laying a spanner across the terminals of your dad's car battery; on that scale it's not a good idea unless you want your own fireworks display.

2 It is feasible for it to happen, but whether or not it is supposed to is another matter. I very much doubt that the manufacturer intended this result when they joystick was designed.

3 It may do some damage eventually, because the computer is not reset correctly; it is the five volt line that is grounded, and not the normal reset line. It's best to avoid electrocuting your poor old C64 too much in this way!

QUICK SHOTS

I would like to know how you write things and then store them in the computer's memory. I really like writing stories but I've never known how to store them so that they could be read again another time.

Frazer Millington, Colchester.

What you need is a word processor. The Mini-Office 2 package is superb value and just happens to include a word processor. Turn to our Mail Order services page for more info.

How do you put both high resolution and multicolour characters on the same screen?

Myke Futcher, Somewhere.

When the computer is put into multicolour mode (POKE 53270,216), you can also get high resolution characters by using one of the first eight colours - the ones you get by pressing CTRL with the relevant number key. If you put characters on the screen which use the last eight colours - the ones you get by pressing the Commodore key instead of CTRL, they'll be multicolour. Simple. When you don't want that restriction of colours (and when you know how to do it!) you can use raster interrupts to make some bits of the screen high resolution and some multicolour.

Is it possible to insert your own sprites into games and delete the original ones? Could you transfer them using FROST for example?

Rob Green, Victoria, Australia.

If you have an Action Replay cartridge, or some other utility cartridge that allows you to freeze games, use a machine code monitor and then resume the game, then yes that would be possible. FROST won't do it for you, though of course you can design your sprites on it. You need to find out whereabouts in memory the sprites used by the game are stored. Then it is a matter of freezing the game, loading in your own stunningly designed sprites to the same place, and resuming the game.

Could you tell me how to prevent a zero being given by the RAND function on the Graphic Adventure Creator because I want objects to appear in random rooms and they keep being sent to room zero and being destroyed before the game has even started!

Luke Bracey, Liverpool.

In this case what you have to do is set a counter to the value of a random number and then simply add one to the counter. In that way, whenever zero is generated by the RAND function, it will be converted into a 1. By then sending objects to rooms according to the counter value and not directly from the RAND function, you will find that they will not vanish. All of which makes seeing things a bit easier.

MUCH MORE THAN THIS

That's your quota for this month and now a word from the management. Jason gets lots of letters every month and he tries his best to answer them. However, you could make his life and yours a lot easier by following these simple rules:

1) Include as much technical information as possible, covering such things as exact model names and types. You can't go into too much detail.
2) List all the peripherals you've got plugged into your 64; those letters which keep appearing on your screen could be caused by a joystick set to autofire.
3) We get so much mail that it's easier if you don't ask too many questions on the same letter. Stick to your main problem and it's far more likely to get dealt with.
4) Send beer. Preferably Becks.

DR FINCH'S CASEBOOK

More in depth technical investigations. Our man with the prodding stick: Jason Finch PhD.

Last month it was the theory behind the little proggies your C64 may load before a program. This time it's the practice, and ultra–techie it is too, aimed at all those who need to know how to get those nifty tape loaders doing the right thing.

GET THE LINGO

Before we start, I'd like to mention something that seems comparable with trying to climb Everest. The two words "machine" and "language", when linked together, can instil fear in even the sanest of people, but they shouldn't really. You see, where tape loaders are concerned, machine language is one of the first things you need to know. Aaargh, that's sent you running for the cushions hasn't it, but there really is no reason to hide. Settle down one night with a kettle, a hefty pile of Nescafe, and a book from your library (on machine language preferably although I can recommend Jurassic Park) and you'll be pleasantly surprised.

THE HEADERLESS HORSEMAN

It's not vital that you know about headerless programs, but it does give added protection because people won't be able to bypass the loader (which may disable RUN/STOP and the like) by just typing LOAD to load the main program. There are ROM routines in the computer that merely read in or write a string of bytes to tape. The Kernal SAVE writes out some special information about your program in the form of a header before the actual program is saved. This header contains the start and end addresses of the load, the type of file it is, and the filename. The LOAD command reads in the header, looks at the information in it and loads your program accordingly. You do not really need this header if you can keep track of the program's start and end addresses yourself.

DO-IT-YOURSELF

Remember that wotsit from last month that RUNs a program straight after it has loaded? Well I'll use that to show how and why loaders work. It would help if you had the AUTORUN.SRC program ready to LIST and look at. It's all machine language, but even if you don't understand that, I'm not going to excuse you! No, not even with a letter from your mother.

Lines 1820 onwards represent the loader program; each one commented to avoid having to explain it again here. The bit to look at is JSR $F5A5 on line 2010 which is the command that loads the next bit of code from tape; whether it's a header or a program without one. You must first set the start and end addresses in $C1/$C2 and $AE/$AF. The equivalent SAVE command is at line 1720 and is JSR $F86B. That writes any section of memory to tape; either a header or just a program. To write a header you set the start and end addresses of the bit to be saved equal to 828 and 1018 respectively, with the appropriate information at the appropriate addresses (see Data, Sette and Maths in CF23 to CF25).

So, using the normal Kernal SAVE routine (see lines 1360-1490), you should save to tape a machine code program that MUST be located at such an address that its last four bytes of $8B,$E3,$XX,$YY fall at $0300-$0303. $XX and $YY represent the start address of your loader's code in low/high byte format; the fact that this changes the Warm Start Vector at $0302/3 causes the machine code to apparently execute itself.

It is then up to the machine code to read in a section from tape; that having been saved by you immediately after the loader. If you use the $F86B routine the main program cannot be loaded with a normal Basic LOAD command. You could use the Kernal SAVE routine to save the main program as well as the loader, and then get your loader to use the Kernal LOAD routine, but that could defeat the object of the exercise as I explained earlier.

37
tape
SIDE 2
Commodore
Future
RUN CODE
LOAD SPRITES
LOADPROGRAM
TO LOCATION XYZ

Knowing how to load your machine code into memory isn't as tricky as you'd imagine.

MORE THAN A FILENAME

If you examine FLASHLOAD.SRC from last month you'll see how to use the filename to get more code before the main program. Don't forget that only locations $02A7-$02FF are free for loaders otherwise. You must also ensure that you change the length of the filename accordingly before you do the SAVE. It is best if you imagine the computer always loads a header followed by a program when you type LOAD, and that the header is in fact a specialised program; your computer doesn't just find a filename by magic, it looks at certain bits of the header and you are free to use other bits of it.

NOW WE'RE COOKIN'

The icing on the cake is an interrupt loader which requires the LOAD and SAVE routines to be completely rewritten. If you are interested in them, the files on the Power Pack give you everything you'll need to know, though if you don't have a grasp of machine language, I'd leave it until another day! For an example of what is possible, load the program LOADER MAKER. If you're a whizz with Saracen Paint, then that will enable you to have your own pictures on the screen while your own programs are loading. Now that's what I call useful! CF

GAMEBUSTERS

It ain't what you do, it's the way that you do it. And down here at Commodore Format we cheat. A lot. Whenever possible. Andy Roberts is our resident bad loser and he's come up with this lot...

REGULARS

TIP OFF 33

The best of the hints, cheats and solutions sent in by you lot. It's over there on the left.

LISTOMANIA 37

Pokes, listings, get 'em while they're hot, they're lovely. Special offer today, 20 for the price of one.

GAMEBUSTERS INDEX 38

Andy Roberts has sweated over all the back issues to bring you this sumptuous index of ten issues of gamebusters.

SOS 40

Save–our–sprites. This month we pull out the Halfords ratchett set and have a rummage around inside *Castle Master.*

MAPS & SOLUTIONS

THE SIMPSONS 34

Part three of this five part mapping extravaganza.

LEMMINGS 34

For anyone who had trouble completing our PowerPack demo, here's the solution.

STREET FIGHTER 2 34

Hutch continues his analysis of US Gold's fist–fest.

COOL WORLD 42

Part Two mapped. Next month: Part 3. Surprise!

SUBURBAN COMMANDO 34

The solution to Hulkster's platform romp. Part 1

JHOTMANIA 44

The entire solution to this great adventure game which was on our covertape.

HEROBOTIX

PowerPack 29

Better late than never, Richard Beckett pops up again with all the teleport passwords you could ever need: NEVETS, HOBBIT, COMMOD, CHMAIN,BENCRI, CANORB, CRYSTA, ASIMOV, GOLDEN, and NITRAM. Bizarre.

CORYA - PART 2

PowerPack 33

The solution we printed in CF34 wasn't without its flaws, and eagle-eyed Richard Beckett spotted them straight away. So, here's the proper solution: LISTEN, S, S, W, X SHRUBBERY, W, N, ENTER, S, CAST FIRE, GET IDOL, N, LEAVE, S, E, E, N, N, E, SAY AJARE, CAST SHIELD, WAIT, E, E, ENTER, READ SCROLL, LEAVE, SAY THUTH, CUT BRANCH, E, E, FEEL WALL, E, FEEL FLOOR, WRAP RAGS AROUND BRANCH, CAST FIRE, W, S, X, SHADOW, GET PLANK, S,DROP PLANK, S, S, S, S, SAY LAMHT, and S to finish.

Shellshock looks suspiciously like the layout of Bath's new one way system.

ARAC

PowerPack 34

I always thought Arac was something... (you've done this gag before - Ed).Ahem. Richard Beckett is here again to guide you safely through this rather beautiful arcade adventure. And in case you were wondering, U isUP, D is DOWN, L is for left, and (by a process of elimination) R is RIGHT. On the 'full game', collect the spider parts and a borer, then go to the entrance of the citadel. A solution for this part cannot be written - the start screen and spider parts change position from game to game.

On the'short game' you'll automatically start outside the citadel. From outside the citadel: Turn into spider, U, U, U, R, R, U, U, R, R, U, U, L, L, U, L, L, L, U, R, R, U, U, U, U, L, L, D, turn into robot, stand on platform, L, turn into spider, L, D, D, D, turn into robot, use borer to tunnel through brown wall, stand under reactors, jump onto the reactors, turn into spider, shoot the red buttons on the three reactors to complete the game. Now nip downstairs and watch make yourself a cup of coffee. You've earnt it

WATERPOLO

PowerPack 33

Handy tips are the order of the day, and it just so happens that Andrew Webbe from South Wales has some to spare...

Don't take shots from angles - go straight in front of the goals,leaving a tiny distance between your player and the keeper, then press fire twice quickly. To get the ball from an opponent, come towards them at an angle and press fire while swimming past. Always hold your players arms up when defending, and try to run the clock down.

BLUE BARON

Zeppelin

Both Richard Beckett and Warren Pilkington know the passwords for this game, and being generous chaps they've decided to let you in on the secret too. Oh, and there are no codes for levels 4 and 10.

Level 1 - AAAA
Level 2 - LATE
Level 3 - COOL
Level 5 - PETS
Level 6 - HIGH
Level 7 - WILF
Level 8 - GOOD
Level 9 - GAME
Level 11 - LOST
Level 12 - JUNE

ACTION REPLAY POKES

Here's another dainty selection of Action Replay POKES, courtesy of me old mate Richard Beckett. To use the POKEs, freeze the game, press 'E' to enter them, and then restart the game using 'F3'.

SHELL SHOCK: POKE 19447,173 - Infinite grenades,POKE 14888,173 - Infinite lives, POKE 15834,173 - Infinite bombs, POKE 12378,173 - Slide through objects

STEEL: POKE 5705,189 - Aliens won't return

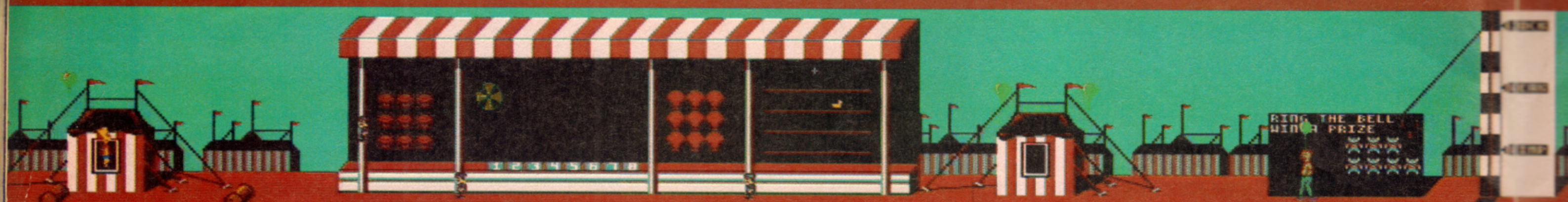
THRUST: POKE 12974,165 POKE 34094,165 - Reactor time.

SCORE 0000002200
LIVES
AMMO
GRENADES 10
BOMBS 00

For today Bernard Simpkins had passed through time and entered the twilight zone.

$20 REWARD

If you spot any tips that are suspiciously print-worthy, do not approach them. Instead, write down the details and send them to; Andy Roberts' Gamebusters, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW. Information leading to a successful solution may earn you a $20 SoftwareVoucher. All letters will be treated in the strictest confidence.

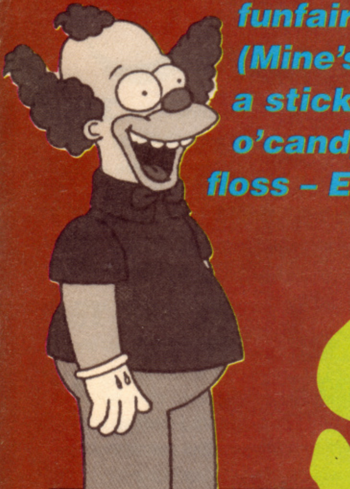

RING THE BELL
WIN A PRIZE
12345678

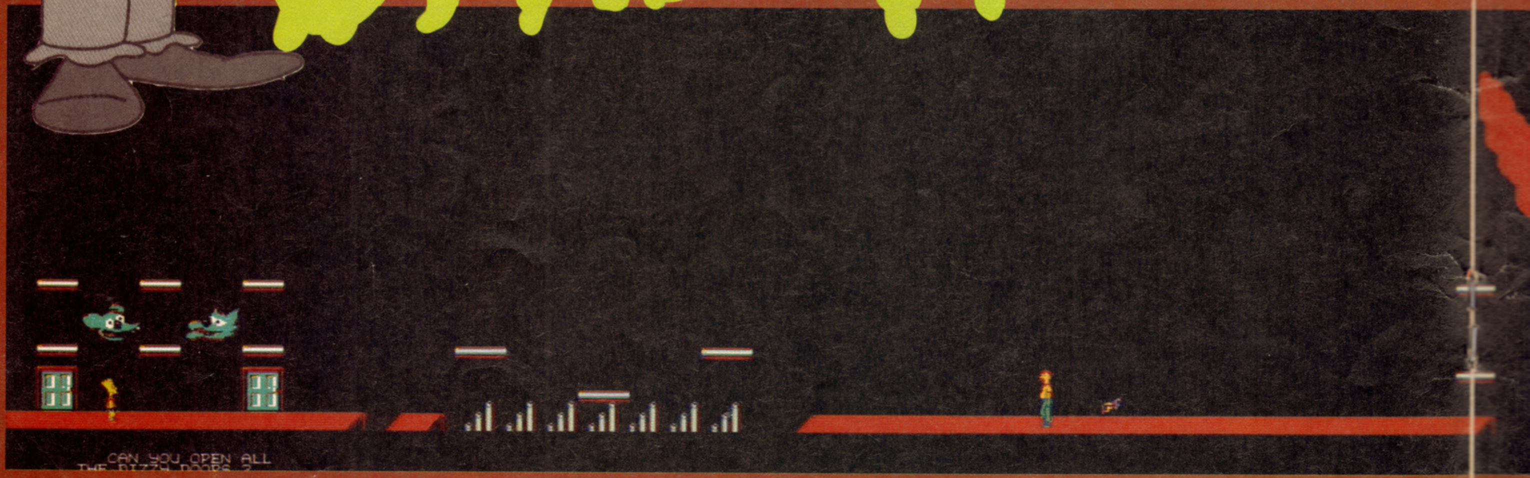
Not content with dressing up as Bart Simpson and saying "Radical" a lot , Andy Roberts has also decided to continue his complete solution. This month we're off to the funky fresh funfair (Mine's a stick o'candy floss – Ed)

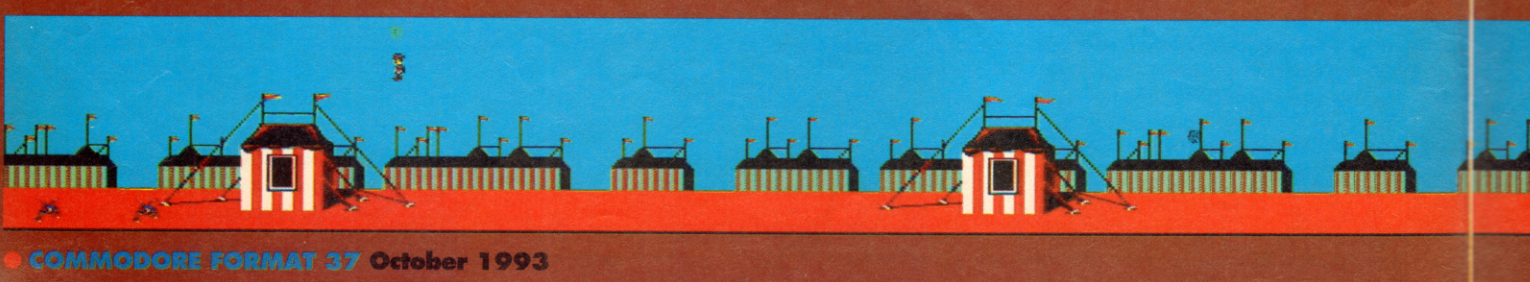
THE SIMPSONS

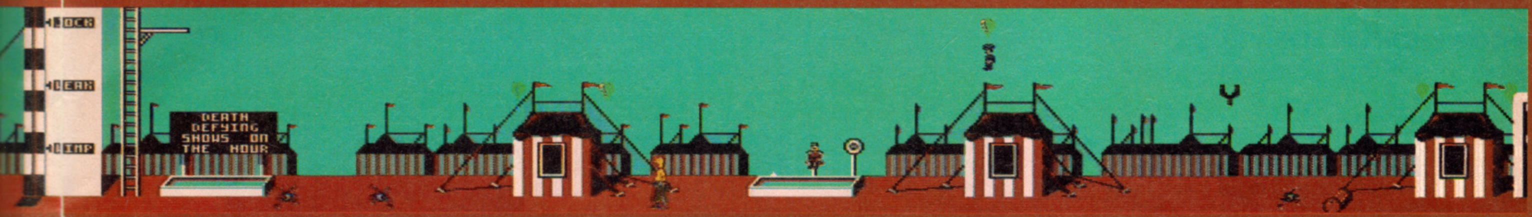
PART 3

BART VS. THE SPACE MUTANT




CAN YOU OPEN ALL
THE DIZZY DOORS ?





LEVEL 3 – KRUSTYLAND AMUSEMENT PARK

Bart must collect as many balloons as possible, either by walking into them or using the handy slingshot. Use of the X-RAYspectacles is essential, as not every person is a Space Mutant. Oh, and try to collect all the 'proof of existence' coins, as it makes the end-of-level confrontation so much easier. Alright, here we gofrom the start:

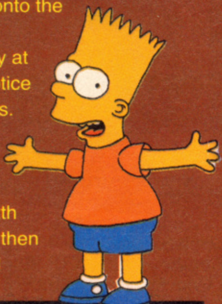
Avoiding the rolling barrels, jump up on to the top of the tent and collect the two balloons. Make your way right, underneath the two little blokes, then play the 'pick a number' game to try and win an extralife (4, 5, and 6 are your best chances). Go under the next little bloke, then try your hand at the 'duck hunt' game. This one is very difficult, so try to aim the crosshair at the ducks' head.

Now head right, jump over the mutant, then jump up on to the top of the tent as before and collect the two balloons. Go right, collect the balloon from the man (DO NOT jump on his head), collect the slingshot from the sign, then walk right a little. Jump on the guy's head to gain a proof of existence coin, then quickly jump up the high-dive ladder and collect the balloon that floats past.Now go right, jump over the two mutants which emerge from the tent, then jump up on to the top of the tent and collect the two balloons.

Move right, jump on the guy's head as before, then prepare for a tricky bit; to the right is a girl sitting by a pool of water, who will regularly fire bullets at Bart. Make your way to the right jumping over these bullets,then shoot the round target with the slingshot to get rid of her. Jump over the mutant which comes out of the tent, walk right, and collect another slingshot. Now use it to shoot the balloon (the little boy will somersault to the ground, so be sure to avoid him). Continue right, then climb up on to the tent and collect the two balloons(avoid the mutant and rolling barrels at all costs).

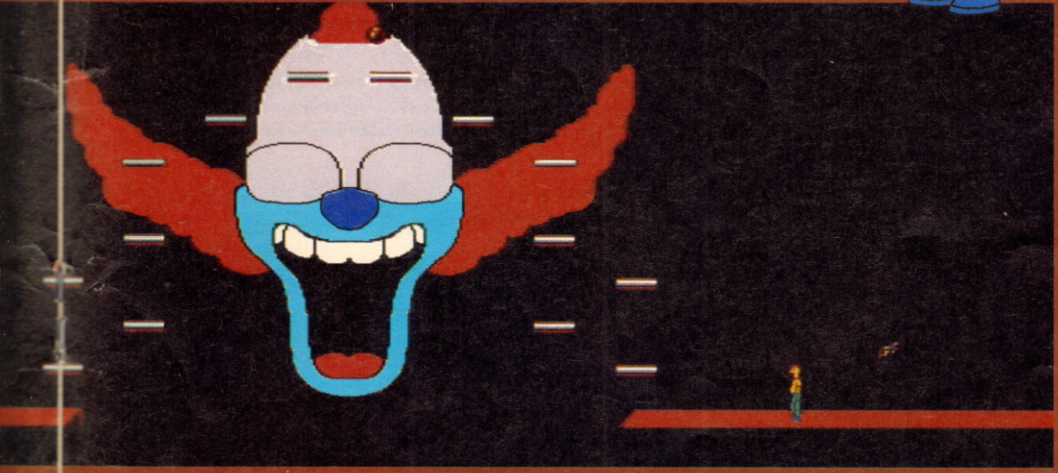
Go right into the fun house. There is a distinct pattern to follow, but the easiest way is trial and error – just keep opening the doors at random until you complete the section (then collect those nine balloons). Go right, jump onto the smaller red platform and then daringly onto the first pipe platform.

If you look carefully at the air pipes below, you'll notice a set pattern for the air blasts. When the second pipe is blowing, just WALK right to arrive safely on the middle platform. Then, when the sixth pipe is blowing, jump onto it then hold right to land on the final platform – jump off it. Head right, jump on the guy's head (avoiding the tumbler), then continue right and avoid the next tumbler by walking under him. Jump up onto the first platform,jump right onto the second, left onto the third, then right again onto the topmost platform – jump straight up into the screen above, hanging on by your finger tips.



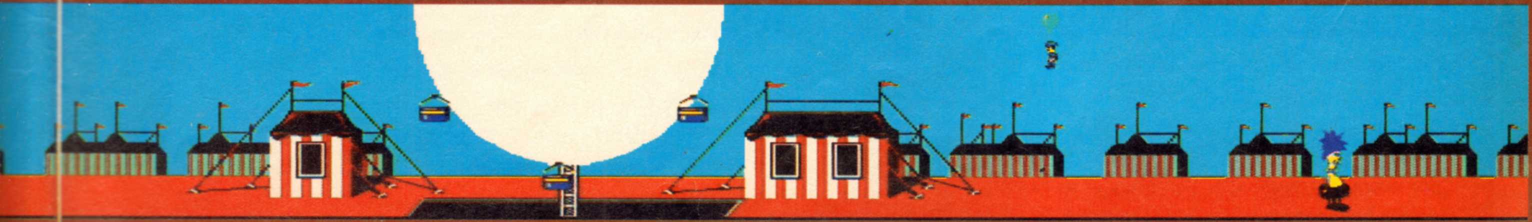
Avoiding the balls which drop from the top of the screen, jump right twice to the top-left platform (at the top of Krusty's head). Now drop down the gap in the middle and you'll land on Krusty's tongue – jump straight up to find a secret room (inside his mouth!) yeilding some extra coins. Walk right to exit the secret room. Continue right, past the first tumbler, jump on the guy's head, then avoid the second tumbler and walk off to theright to exit the fun house.

Jump over the mutants which come out of the tent, go right, then shoot at the balloon which floats by (avoid the little bloke as before). Continue right, jump on another guy's head, then walk right until you reach the ferris-wheel... which is extremely difficult to get past. Jump up onto the tent, then right onto the first carriage. Now perform a fast jump onto the lower carriage (it's a springboard) then immediately bounce right onto the final carriage. Phew. Jump right onto the hut, then walk to the far-right of the roof and collect the balloon when it floats past. Now drop off the roof and walk right to meet up with Sideshow Bob. If Lisa is here to help you, just stay at the far-left and let her do all the work. If not, you'll have to tackle him yourself – simply jump on his feet 10 times when he lands (and be careful not to jump on his head). Once he's defeated, it's off to level four! Incidentally, have you noticed how in the actual TV series, it's Bart's dad Homer who's taken over the limelight? Personally I think Homer's a far more interesting character. There again, Rugrats is much better still.



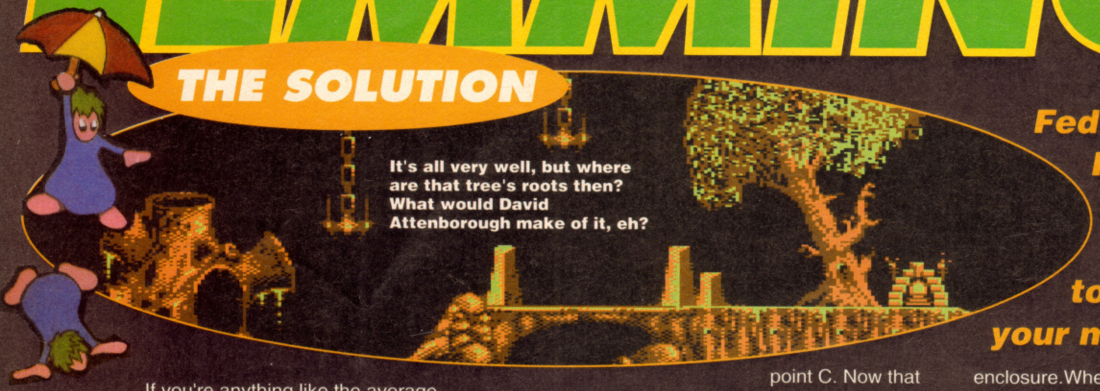
NEXT MUNF

Experience all the fun, excitement, and exhilaration of the Springfield Museum of Natural History when we return in CF38. It's almost worthselling your granny for... almost.



LEMMINGS

THE SOLUTION



It's all very well, but where are that tree's roots then? What would David Attenborough make of it, eh?

Fed up with the PowerPack demo yet? Yes? Oh well, here's the solution to put you out of your misery.

If you're anything like the average games player then you might have got a bit annoyed with our *Lemmings* demo. Just when you thought you'd got it sussed, 15 Lemmings snuff it and you've lost again. Well, don't ever say we don't help you. When the THIRD lemming drops into the level, turn it into a BLOCKER (press 4) when it reaches point A. Meanwhile, turn the first lemming into a BLOCKER when it reaches point B — there should now be two lemmings on top of the 'clump'. Now turn the fourth lemming into a BLOCKER when it bumps into the third lemming and reaches point C. Now that the rest of the lemmings are safe (for the moment, anyway), turn the second lemming on top of the clump into a MINER (press 7) when it walks RIGHT. With any luck, it will dig down towards point D. Once it's inside the hollow, turn it into a BASHER (press 6) to dig across to point E.Now quickly turn him into a BUILDER (press 5) to construct a bridge over the chasm. Keep the cursor over him, and press fire when he's laid 12 steps to make him continue building. When the bridge is above point F, allow the lemming to finish building his bridge and drop down into the little enclosure.When he reaches point G, turn him into a BASHER to clear a path through the rocks. Likewise, turn him into a BASHER once again when he reaches point H to dig through the tree trunk. Now race back to the start of the level and turn the third lemming (at the RIGHT of the starting platform) into an EXPLODER (press 3).When the other lemmings are safely out of the way, turn the final two blocker lemmings into exploders. Now race back over to the exit to watch a healthy quota of lemmings escape to freedom... well done, you've finished the demo.

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(WTS reserve the right to refuse machines that in our opinion are beyond reasonable repair. Full charge applied).

LISTOMANIA POKERAMA

Impress your friends, improve your IQ, develop huge muscles; learn to cheat the CF way. Lesson one: enter this lot...

FALLEN ANGEL Alternative

This rather lame Renegade clone can be less of a headache than usual. Simply type in the following listing, SAVE it, then RUN it for infinite lives, unlimited time, and oodles of power. Lose with that lot and you should consider another hobby

```
0 REM FALLEN ANGEL CHEAT BY WAZ
1 FOR X=49729 TO 49787:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>6565 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF A$="N"
THEN POKE 49757,206
4 INPUT "INFINITE TIME Y/N";B$:IF B$="N"
THEN POKE 49765,206
5 INPUT "INFINITE POWER Y/N";C$
6 IF C$="N" THEN FOR X=49769 TO
49784:POKE X,234:NEXT
7 POKE 157,128:SYS 49729
10 DATA 032,086,245,169,194,141,194,002
11 DATA 076,167,002,169,092,141,031,009
12 DATA 169,194,141,032,009,076,076,008
13 DATA 087,065,090,169,173,141,170,014
14 DATA 141,173,014,169,173,141,138,056
15 DATA 169,234,141,222,055,141,223,055
16 DATA 141,224,055,169,000,141,006,025
17 DATA 076,109,010
```

OINK Alternative

A game based around a comic about pigs... now there's a neat idea. Anyway, if you'd like infinite lives on all three subgames, as well as the ability to choose the number of completed pages, look no further than this...

CAVERN:01
CAPTAIN DYNAMO
DIAMONDS:002
LIVES:08

Captain Dynamo has steel-lined underwear and a rather fetching balaclava which his mum made.

```
0 REM OINK CHEAT BY WAZ
1 FOR X=679 TO 730:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5751 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE PIMPLES Y/N";A$:IF
A$="N" THEN POKE 709,198
4 INPUT "INFINITE RUBBISHMEN Y/N";B$:IF
B$="N" THEN POKE 714,198
5 INPUT "INFINITE TOM THUGS Y/N";C$:IF
C$="N" THEN POKE 719,1
6 INPUT "COMPLETED PAGES 1-12";D:IF D<1
OR D>12 THEN 6
7 POKE 724,D:POKE 157,128:SYS 679
10 DATA 032,044,247,169,183,141,245,003
11 DATA 169,002,141,246,003,076,082,003
12 DATA 169,196,141,055,005,169,002,141
13 DATA 056,005,076,000,004,169,165,141
14 DATA 246,124,169,165,141,242,155,169
15 DATA 000,141,158,186,169,012,141,049
16 DATA 064,076,000,064
```

G-LOC US Gold

Not quite as impressive as its arcade counterpart, still tricky. Looks like you'll be needing infinite time and infinite missiles.

```
0 REM G-LOC CHEAT BY
MARTIN PUGH
1 FOR X=517 TO 587:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>7058 THEN PRINT
"DATA ERROR":END
3 POKE 157,128:SYS 517
10 DATA 169,018,141,040,003,169,002,141
11 DATA 041,003,032,086,245,169,032,141
12 DATA 178,002,169,002,141,179,002,096
13 DATA 072,077,080,169,032,141,222,003
14 DATA 169,051,141,223,003,169,002,141
15 DATA 224,003,032,069,003,096,238,032
16 DATA 208,169,065,141,039,009,169,002
17 DATA 141,040,009,096,169,173,141,219
18 DATA 121,141,176,140,076,013,008
```

DATALINES GALORE!

These datalines will only work with the Multihack listing printed in CF23, CF26, CF28, and CF30.

CAPTAIN DYNAMO

```
20 DATA 169,173,141,130,032,141,133,032
21 DATA 096,-1
```

WILD WEST SEYMOUR

```
20 DATA 169,173,141,109,052,141,027,053
21 DATA 096,-1
```

NINJA COMMANDO(Infinite lives)

```
20 DATA 169,173,141,217,040,096,-1
```

BIONIC NINJA(Infinite lives)

```
20 DATA 169,173,141,171,063,096,-1
```

STUNTMAN SEYMOUR(Invincibility)

```
20 DATA 169,080,141,033,009,169,002,141
21 DATA 034,009,096,169,173,141,066,095
22 DATA 076,013,008,-1
```

POWER PACK

SPACE ACADEMY

If all that joystick waggling is getting you nowhere, take comfort in this ever-so-handy listing for infinite time, infinite energy, and no killer sprites on levels 4 & 6.

```
0 REM ACADEMY CHEAT BY
M PUGH
1 FOR X=516 TO 559:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>4731 THEN PRINT
"DATA ERROR":END
3 INPUT"INFINITE TIME
Y/N";A$:IF A$="Y" THEN
POKE 554,141
4 INPUT"INFINITE ENERGY
Y/N";B$:IF B$="Y" THEN
POKE 549,141
5 INPUT"NO KILLER
SPRITES Y/N";C$:IF
C$="Y" THEN POKE
540,173
6 POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,072,077,080,169
12 DATA 002,141,140,009,076,230,003,169
13 DATA 076,141,196,063,141,036,073,169
14 DATA 234,173,002,022,169,173,173,173
15 DATA 023,076,027,008
```

HALLAX

Now you can boing, ping, and clang your way right through to the end of the game - just type in this listing and RUN it for infinite lives.

```
0 REM HALLAX CHEAT BY MARTIN PUGH
1 FOR X=516 TO 551:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3646 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,207,003
5 DATA 206,208,003,096,072,077,080,169
6 DATA 032,141,052,009,169,002,141,053
7 DATA 009,076,230,003,169,173,141,215
8 DATA 078,076,000,064
```

CHEATLOPE

Lumme, look at that lot! Andy Roberts has listed every cheat, poke and listing we printed between issues 25 & 36. Must lead an interesting life, eh readers? Next month: Crawley Yellow Pages.

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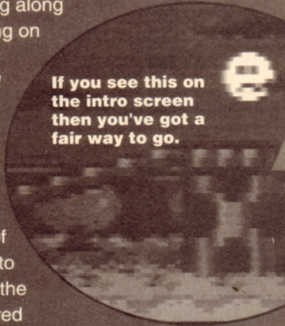
Some of the maps, tips, and solutions printed in CF are unbelievably huge, some sprawling over 3 or 4 pages, so the page numbers listed here only refer to the starting page of each feature. Got that? Good.

MAYHEM IN MONSTERLAND

Not having much joy with the PowerPack demo? Hutch had some expert tuition from the Apex twins and has sent us back this report from Monsterland.



If you see this on the intro screen then you've got a fair way to go.

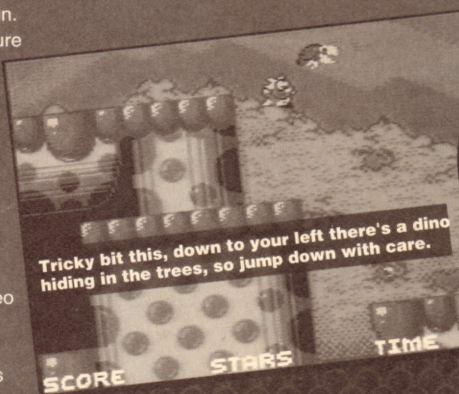
Even with all those lives, continues and half lives, it's still far too easy to die in *Monsterland*. One minute you're chugging along quite happily, impacting on the craniums of the wayward *Monsterland* creatures and the next you're doing a back flip off the bottom of the screen into nothingness.

On the sad level of our demo, remember to trip the restart points, the glittery rainbow coloured archways that appear sporadically along the way. They save you considerable grief repeating sections of the game again and again. It's also worth bearing in mind that each creature only has a limited hidden supply of magic dust, once you've collected the bags from a particular baddie there won't be any more, so don't bother trying to kill it again on your way back to the exit - unless you particularly like killing that is. Even if you lose a life you don't need to bop him off again - cos the bag will stay yours till the bitter end.

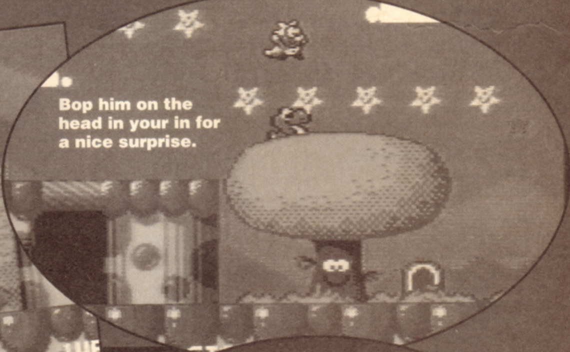
The whole point of the sad part of the demo is to collect enough bags of dust for Theo Saurus to turn Spottyland happy again. Once you've done that you're just in the happy level for points and fun. So here some specific hints for completing our spiffy demo:

- You can jump on the trees by positioning yourself behind the trunk and jumping up twice.
- Don't bother killing the first really big creature in the cave under the start point until the end, because he's right next to the entrance to Theo's cave (a sort of psychedelic waterfall).
- Don't bother going all the way to the right on the sad level. You've only got to get ten bags and the big baddie at the beginning hides two of them. So once you've got eight bags of dust, make your way back to the start, don't risk your lives in the dangerous caves beyond.
- On the happy level, bounce on the snake creature in the tree after the first set of ledges. He's hiding a special 'charge' power–up which enables Mayhem to move extremely quickly. To charge, simply walk for a couple of seconds and then press and hold fire.
- Mayhem can swim - don't panic if you find your self in water, it just means you won't be able to move as fast or jump as far
- Remember to check out all the underground passages fully. There are hidden lives, continues and power–ups just waiting to be captured.
- On the happy level, once you've got hold of the 'charge' power–up, go back to the left and start charging. Just as you get to the edge of the screen, jump and keep on holding the joystick up to the top–left. If you've got enough speed up, you should make it to a secret bit chock full of stars. To get back, charge off the right–most platform, jumping just at the very last possible minute.

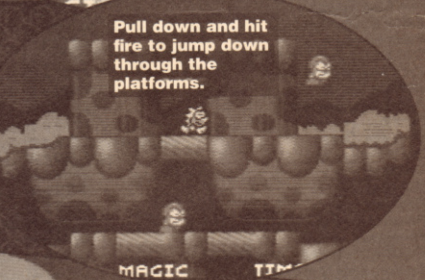
CF



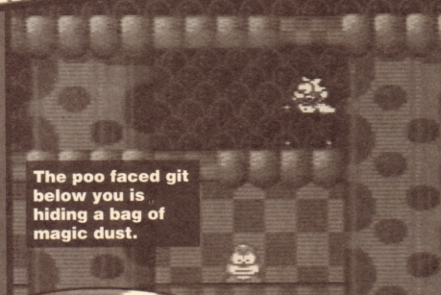
Tricky bit this, down to your left there's a dino hiding in the trees, so jump down with care.



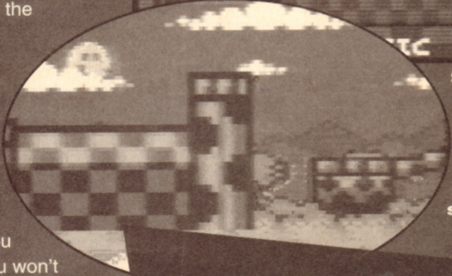
Bop him on the head in your in for a nice surprise.



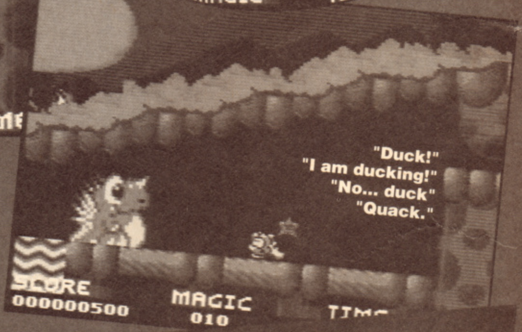
Pull down and hit fire to jump down through the platforms.



The poo faced git below you is hiding a bag of magic dust.



Spottyland is happy again, thaks to you. Ahhhh how sweet.



"Duck!"
"I am ducking!"
"No... duck"
"Quack."

CONTROL, I'M HERE

The secret to doing well with our demo of *Mayhem in Monsterland*, and the finished game, lies in learning to properly control Mayhem. Remember that:

- Mayhem has variable speeds, it's possible to edge along slowly in dangerous bits of the level or to tear through the shrubbery like a dinosaur possessed.
- Our little reptilian pal (or is he a bird) has variable jump height, so his flight will come to a sudden end if you stop pushing the joystick up.
- While Mayhem's charging he'll kill everything in his path, but if you make contact with a wall you'll come to a sudden stop. And if there happens to be a monster waiting there for you, well it's bye bye dino, you're off to dino heaven to join the realm of your extinct pals.
- Remember that you can control Mayhem while he's falling; it's often possible to scrape onto a platform by simply moving the joystick in the appropriate direction.

STREET FIGHTER 2

PART 2

Welcome back fight-fans. Leave your sandals at the door, 'cos we're taking a closer look at Guile, Blanka and Honda. Hai-wacki-dojorsomethnig.

The game that the tabloid newspapers are still writing about has appeared on practically every format known to man. The only one that counts of course is the C64, because the game didn't really 'arrive' until it got that all important conversion. We've covered Ken, Ryu and Chun-li, now it's time for the good, the bad and the ugly or Guile, Blanka and Honda.

THE GOOD

STREET FIGHTER
KO
PLAYER 1
E. HONDA
TIME
PLAYE
RYU

Honda deals out the toe of death on Ryu. Princess Diana knows this move well.

Guile's got some devastatingly brilliant moves. These hardcore throws are a result of the training he received in the Special Forces; he still wears the green combat gear from his army days. However, because they inflict so much damage they also take a little longer to carry out.

Guile's most powerful move is his Sonic Boom. To execute this move you've got to power him up by pulling down on the joystick for a couple of seconds. When he's charged you can push the joystick up and hit fire. This whirlwind style move will knock the stuffing out of any opponent. His other move is the Somersault Kick. This requires a charge too, but the joystick needs to be pointed diagonally as well, before you fire. It's jolly tricky to pull off successfully, but is more than worth perfecting. Like Chunners, Guile can also do a mid-air body slam. By doing a fierce punch in mid-air you can carry your opponent heavily to the ground. Finally there's Guile's air-breaker or roundhouse kick. These send your opponent flying, enabling you to wade in for the kill.

For a particularly lethal combination of moves, try the Sonic Boom followed by a crouched roundhouse kick. This should sap about half your enemy's energy in one fell swoop. The best way of beating Guile is to use a ground-based attack; if you come in from above, he'll pull a Sonic Boom on you. Oh and watch out for that blonde quiff.

00000100
STREET FIGHTER II
COMPUTER
KO
PLAYER 1
E. HONDA
TIME
01
PLAYER 2
RYU

Aha! The famous Honda Hundred Hand Slap. Ryu stands back and lets him get on with it.

THE BAD

Blanka's a bit of an animal and while he's not the most subtle of the character's he's certainly one of the most powerful. Nobody knows quite what Blanka is, but with that lovely red hair he's certainly the most, ermm, charismatic.

STREET FIGHTER II
PLAYER 1
E. HONDA
TIME
PLAYER
BLAN

Annoyed at being electrified, Honda torpedoes Blanka and squashes his packed lunch.

Blanka's most famous move is his electric shock. By just pressing and holding punch (down, then up/hold with fire) it's possible to give any attacker a shock they're never likely to forget. His other trademark™ move is the Cannonball Roll. To do this flip the joystick in the opposite direction then quickly forward with fire. This'll send Blanka tumbling into his opponent. The big crowd-pleasing move is the head bite, however you need to right up close to pull the necessary up with fire button move. So instead, try one of his long reach punches. Particularly effective is the mid-air kick which you perform by jumping up and then pressing left and fire. Try lunging and then pulling a leg sweep.

For a snazzy combo move try the cannonball roll, follow by a lunging punch, or an electrify followed by a head chomp. Don't ever let Blanka get you in the corner, because he'll finish you off. To get through his electric attack, get in close and do a powerful sweep kick. Oh and don't forget that Blanka smells really bad, so stand clear if he farts. Poo.

NEXT MUNF

We'll be looking into that odd couple Zangief and Dhalsim, along with the first boss, M.Bison. Check it out.

STREET FIGHTER II
00011430
COMPUTER
KO
PLAYER 1
E. HONDA
TIME
76
PLAYER 2
BLANKA

Blanka catches Honda with his flying scissor kick. Honda looks a bit dismayed.

THE UGLY

He's fat, he's got an onion-head haircut and he wears a nappy; Honda's definitely the big daddy of the game. Unfortunately, while he hasn't got terribly quick reactions in the air, on the ground he's got hard defenses and a jolly quick slap.

It's Honda's Hundred Hand Slap which is his most famous move. This is similar to Chunners' rapid-fire kick, in that it's jolly hard to pierce from the front, it also saps the energy something rotten and done properly can stun the other player in one go. Honda's torpedo works like Guile's Sonic Boom in that you've got to charge him up first. Pull the joystick away from your opponent and then quickly in the opposite direction, this will send Honda flying down the room like a flying lozenge. Also try getting close and pulling the Sumo Crush, just get alongside your opponent and press left or right and fire. All of Honda's opponents fall to the torpedo.

Honda's best combo's involve a fierce punch combo. Try doing a strong punch, followed by a Hundred Hand Slap to really put your opponent off balance. To get Honda, wait until he's doing his 100K slap and then jump over him into a flying kick. If he tries to torpedo you, simply punch him as he gets close, this'll stop him dead. The other thing to remember is that Honda turns quite slowly. Make the most of this vulnerability.

COOL W

Here's Andy Roberts with part two of the coolest batch of tips you're ever likely to find (unless you leave your copy of CF in the freezer)

MR KEY

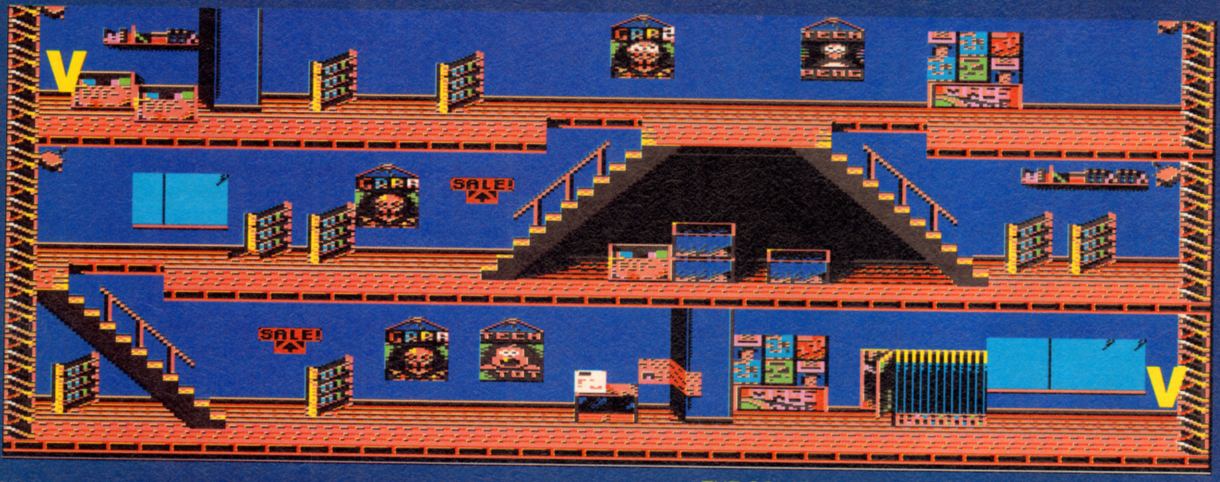
V - VORTEX

O - REAL WORLD OBJECT

BRILL BONUSES

If you shoot an ink blot repeatedly (as opposed to collecting it with your pen), a bonus will appear. The most important ones to look out for are L, E, and P, which give you an extra life, extra energy, and a temporary shield respectively. If you need the lives, go for the bonuses - if not, suck the ink into your pen to take a couple of seconds from the time limit. Stay frosty.

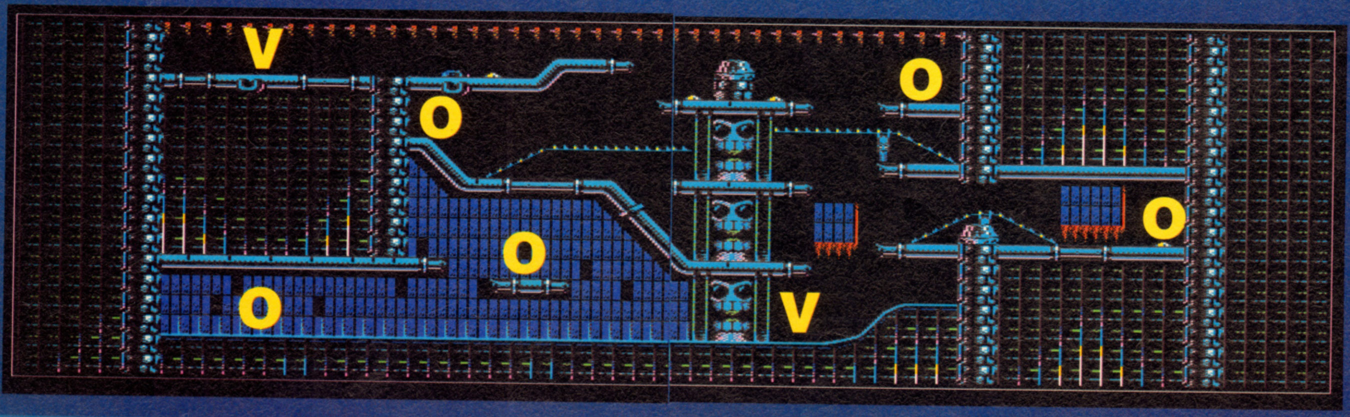
REAL WORLD LEVEL 5



THE COMIC SHOP - LEVEL 5

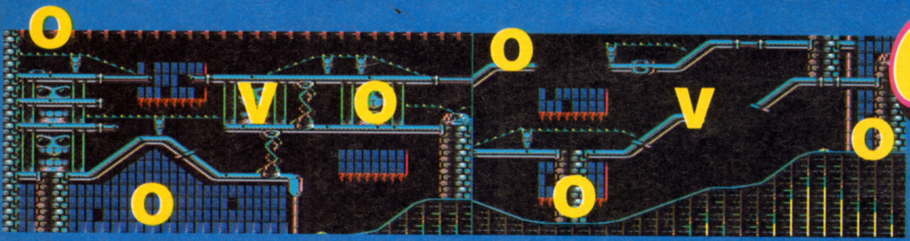
COOL WORLD LEVEL 5

As you might expect, the action reaches a frantic pace from here on in, so it's worth learning the level layouts thoroughly to avoid disaster. Teleport into the real world as soon as you start, then destroy as many doodles as possible (chasing after some doodles is necessary). Now teleport back to the cool world, kill as many doodles as you can, then send back any real world objects. Repeat this until time runs out.



WORLD

COOL WORLD LEVEL 6



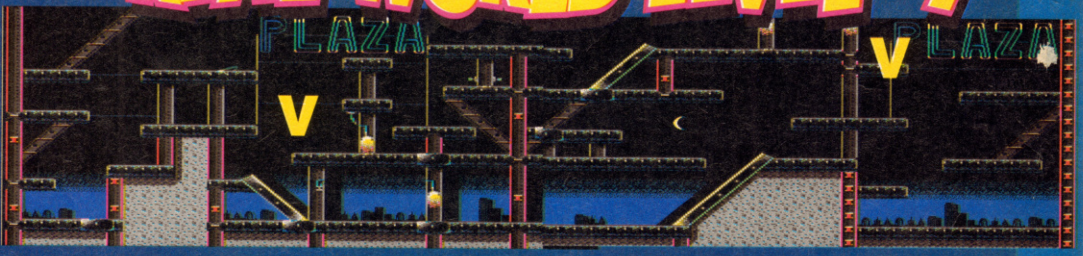
THE COMIC SHOP - LEVEL 6

The doodles here move around the real world at an alarming rate, making it very tricky to track them down and destroy them. In fact, you need to be very careful that they don't crash into you (in other words, run like crazy - Ed). Employ much the same tactics as the previous level, destroying the doodles in the real world before teleporting to the coolworld to send back any objects. Occasionally you may encounter a rogue doodle which sprays out bullets - shoot it before it shoots you. Above all, remember that hedgehogs have problems digesting cow's milk, so don't soak milk in bread, pop it out at night and expect to see them returning the next day!

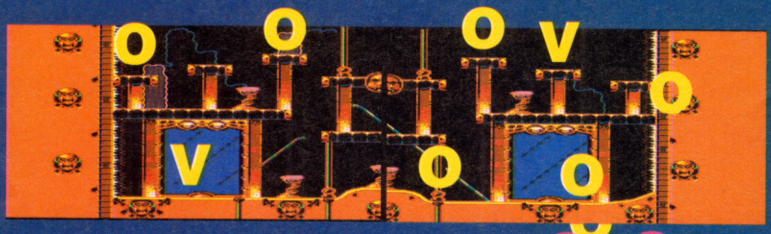
THE OCEAN CASINO - LEVEL 7

If you aren't using the listing we printed last issue, you'll probably start to regret it now! It is essential to spend all of your time in the real world, seeing off the relentless doodles. Only teleport to the coolworld if an object has been taken through a vortex. Here you'll encounter a man size doodle which will follow you around the level at incredible speed - your only hope is to shoot it at the earliest opportunity. Oh, and take care in the real world, as there are dozens of dead ends to get stuck in.

REAL WORLD LEVEL 7



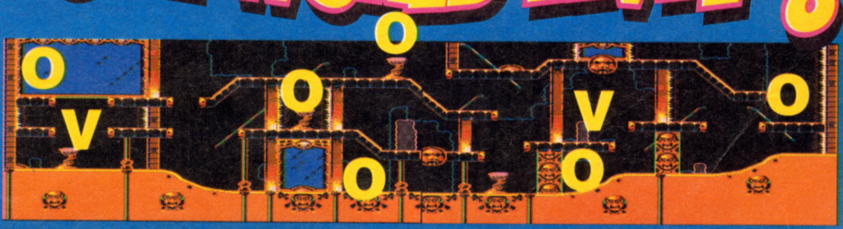
COOL WORLD LEVEL 7



THE OCEAN CASINO - LEVEL 8

Not surprisingly, this level is a nightmare to complete. As with the previous level, stay in the real world to prevent the number of doodles increasing. It's worth collecting a few bonuses here too, as the extra lives and energy are particularly useful at this stage. If you spot a flashing red ink blot, shoot it immediately, as these usually turn into the nasty red blobs which steal the objects. When the time limit reaches zero, you'll have to tackle one final doodle... which looks rather like a very old Bernie Clifton (complete with squawking bird). Destroy him and victory is yours.

COOL WORLD LEVEL 8



SUBURBAN COMMANDO

PART 1

Andy Roberts dons his pink leotard and bright green shorts to bring you the first part of our complete solution (what a strange chap - Ed)

LEVEL 1- GENERAL SUITORS STARSHIP

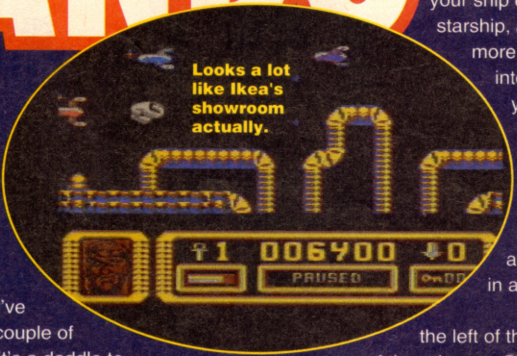
The first obstacle to tackle is an asteroid field, which flies towards the ship at a number of angles. Don't avoid them, but shoot them instead to gain valuable speed and power-up icons (see box below). The smaller ones are often the hardest to spot.. until it's too late. Next come the torpedo-esque rockets, which should be shot (whenever safeto do so) to gain extra icons. The first wave comes across the top of thescreen, so stay at the bottom to avoid them. Likewise, the second wave comes across the bottom, so stay at the top if you're a bit of a coward. Next comes a fast wave, followed by a random wave, and then another fast then random wave — keep firing at all times.

Now comes a very tricky mother-ship, which fires out in three directions. Stay level with it, moving up or down slightly to avoid the centre bullet. If you've collected a couple of power-ups, it's a doddle to kill. If not, you've got a tough fight on your hands. When the ground-based scenery comes into view, you'll need to tackle some static gun turrets, which cunningly fire out gobs of dead fast bullets. Shoot these as soon as possible.

Lurking on the ground are several torpedoes, which shoot towards your ship as soon as it's close enough — those extra speed icons would help immensely. Now come the hoops, so move to the top and destroy the firstwave, then to the bottom for the second wave, then be prepared for a group of aliens which rise up from the bottom of the screen (looks like you're going to need those rear bullets). Move back to the top for another wave of hoops, then into the centre of the screen to avoid the hoops which emerge from the bottom-left of the screen.

Next, after a bunch of swirling hoops, comes a wave of torpedoes which move quickly up and down. If you don't have the firepower to cope with them, observe the movement pattern and sneak past. After this comes another two waves of swirling hoops. Now your ship enters the inner corridors of the starship, and as a result there is much more background scenery to crash into. Take care here, especially if you've collected lots of speed icons. Destroy the gun turrets, then another set of hoops, follwed by a set of random torpedoes. After this follows another couple of turrets, plus another wave of hoops to deal with in a decisive manner.

The next four waves come from the left of the screen, and each one consists of three hoops. Observing the first two will show you where the third will appear, so move your ship out of the way as soon as possible. After another wave of oscillating torpedoes and ground-based torpedoes, a large block will scroll into view, and your ship will fly off to the next level.



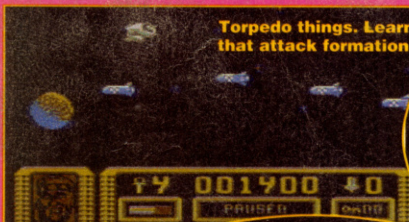
Looks a lot like Ikea's showroom actually.

FIREPOWER

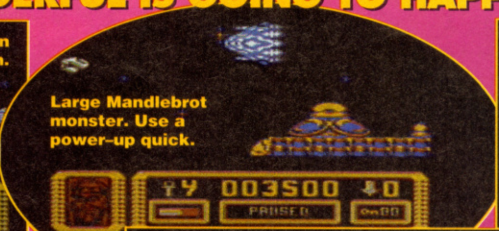
Apart form the 'S' icons increasing the ship's speed, the 'P' icons will improve the ship's firepower. After collecting four power-ups, any subsequent icons will simply make the 3-way shots more powerful.

NO ICONS — Standard shot
1 ICON — Backward shots
2 ICONS — Triple forward shot
3 ICONS — 3-Way bullets
4 ICONS — Fast 3-Way

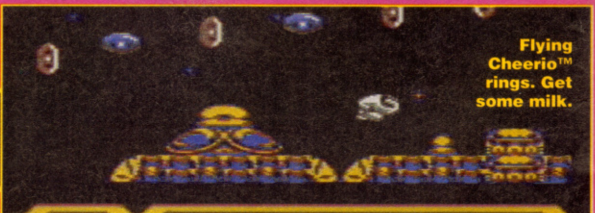
SOMETHING WONDERFUL IS GOING TO HAPPEN, BUT ONLY IF YOU WATCH ZIG AND ZAG IN THE MORNING.



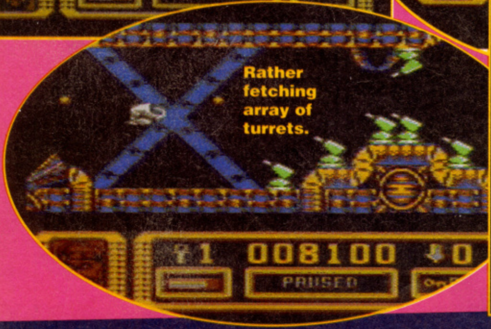
Torpedo things. Learn that attack formation.



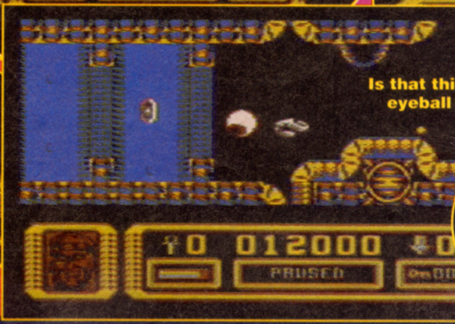
Large Mandlebrot monster. Use a power-up quick.



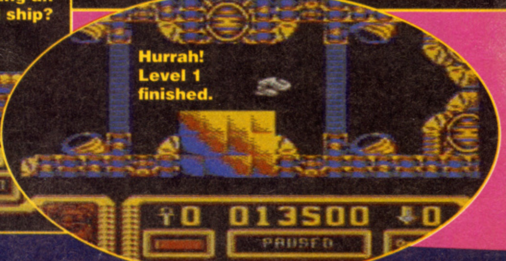
Flying Cheerio™ rings. Get some milk.



Rather fetching array of turrets.



Is that thing an eyeball ship?



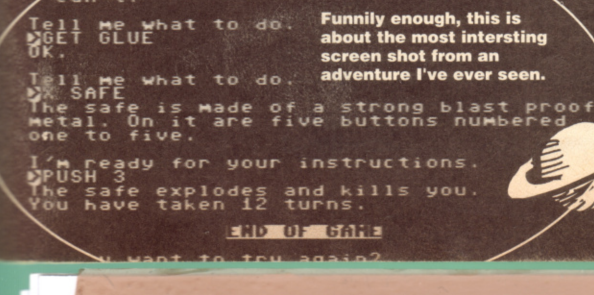
Hurrah! Level 1 finished.

JHOTMANIA

Life's great adventure (or at least our PowerPack game) solved. Frustrated adventurers read on...

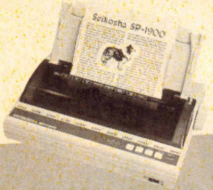
Solution by Richard Beckett, maps by Andy Roberts.

From the start: X DOOR, TAKE MAP, N, X BOX, TYPE OE, W, PRESS 4, DROP MAP, TAKE LASER GUN, TAKE ANTI-RADIATION SUIT, WEAR SUIT, TAKE GLUE, TAKEPAINT, E, X FURNITURE, TAKE HAIR, TAKE STICK, MAKE BRUSH, PAINT DOOR, N, XLIGHT, REMOVE COVER, REMOVE BULB, CHARGE GUN, PAINT DOOR, PRESS BUTTON, N, TAKE SPANNER, S, S, E, DROP SPANNER, DROP GUN, DROP TIN, DROP POT, DROP BRUSH, W, W, TAKE MAP, TAKE WELDING GUN, TAKE SPACESUIT, E, TAKE DOOR,TAKE KEY, E, WELD DOOR, REMOVE SUIT, DROP SUIT, DROP WELDING GUN, TAKE SPANNER, TAKE LASER GUN, TAKE TIN, WEAR SPACESUIT, OPEN DOOR, PUT TIN ON RAILS, ENTER TRAIN, E, X THING, REMOVE BOLTS, TAKE FUSE, X SHELF, TAKE SCREWDRIVER, W, S, S, S, S, X SIGN, SAY THE, E, INSERT FUSE, W, N, E, DROP KEY, DROP SPANNER, TAKE HEATING ELEMENT, TAKE BATTERY, W, N, W, ENTER TRAIN, D, E, DROP MAP, DROP SCREWDRIVER, DROP HEATING ELEMENT, DROP BATTERY, S, X BENCH, X DEAD MAN, TAKE BOOK,TAKE DEAD MAN, N, E, SHOOT ROBOT, ENTER SHIP, DROP GUN, DROP BOOK, DROP DEAD MAN, LEAVE, W, TAKE MAP, TAKE SCREWDRIVER, TAKE HEATING ELEMENT, TAKE BATTERY, E, ENTER SHIP, DROP MAP, DROP SCREWDRIVER, DROP HEATING ELEMENT,DROP BATTERY, LEAVE, W, W, U, ENTER TRAIN, E, S, W, X EQUIPMENT, TAKE COMPONENTS, E, E, TAKE HAMMER, TAKE NAIL, TAKE SOLDER, TAKE WIRE, TAKE WOOL, W, N, W, ENTER TRAIN, D, E,E, ENTER SHIP, DROP STEEL WOOL, DROP COMPONENTS, TAKE BATTERY, TAKE HEATING ELEMENT, MAKE IRON, TAKE COMPONENTS, FIX CONTROLS, PRESS DOOR, DROP HAMMER, DROP IRON, TAKE MAP, TAKE BOOK, PRESS START, AND YOU`VE JOLLY WELL COMPLETED THE WHOLE BALLY ADVENTURE!



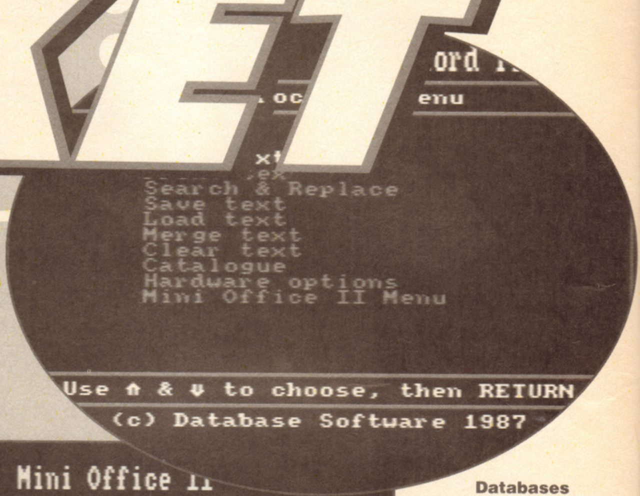
```
 eady for your instructions.
 T SAFE
 can't.

Tell me what to do.
▶GET GLUE
OK.

Tell me what to do.
▶X SAFE
The safe is made of a strong blast proof
metal. On it are five buttons numbered
one to five.

I'm ready for your instructions.
▶PUSH 3
The safe explodes and kills you.
You have taken 12 turns.

           END OF GAME

  u want to try again?
```

Funnily enough, this is about the most intersting screen shot from an adventure I've ever seen.



OFFICE IN MY POCKET

It's true, you know – Simone Furrester really can fit a whole office in his pocket. It's not a particularly small office either, he's just got positively huge pockets. But then he doesn't like to talk about that.



```
ord
oc          enu

     xt
Search & Replace
Save text
Load text
Merge text
Clear text
Catalogue
Hardware options
Mini Office II Menu

Use ↑ & ↓ to choose, then RETURN
   (c) Database Software 1987
```

That's right – I'm back, and I've decided that I'm the all time world beating expert of business software as well now. I'm here because I managed to slip three pages into the print run (by pure accident, of course) on Mini Office 2, and how you could use it to its best advantage (yup – it's productivity time). First off then, a quick run-down of MO2. It's a serious software package comprising six main utilities:

Communications

A communications package is a program that enables you to interface your C64 with other systems (usually over the phone with a device called a modem), downloading free software, chatting to other enthusiasts the world over, and really just conferencing with like-minded peeps.

Database

A database is exactly what it says – a base of data. In the simplest terms, it's a package that can store vast amounts of information in a variety of forms, index it, and give you instant access to any piece of data with only a minimal reference.

Graphics

Yup, it's an impressive bit. This part of MO2 will take any numerical data you care to feed it, and convert it into a nice little set of pie charts, bar charts, histograms, etc.

Label Printer

A label printer. Answers on a postcard marked 'How stupid do you really think we are?' to the usual address…

Spreadsheet

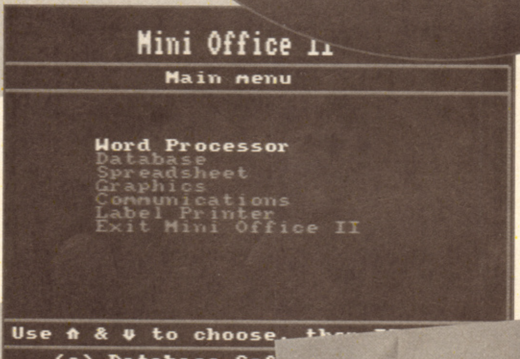
Ooh – a really complicated bit. If you're really stuck, you'll find a box on exactly what a spreadsheet does elsewhere on these pages.

Word Processor

And here's the bit you'll probably use the most – a computerized pen and paper. Why? Well, if your handwriting's as bad as mine *(I've seen it, so I'll happily back him up on that – Hutch)*, you wouldn't ask that question.

IN THE HOME

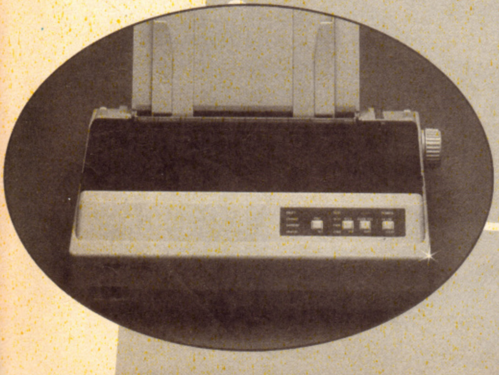
The first part of this feature, then, is going to be based



```
        Mini Office II
          Main menu

      Word Processor
      Database
      Spreadsheet
      Graphics
      Communications
      Label Printer
      Exit Mini Office II

Use ↑ & ↓ to choose, the
    (c) Database Sof
```

Databases are sort of like electronic filofaxes, but far less portable.

For the purposes of this series we'll be using Mini Office 2 as it covers most needs.



A good quality printer is important if you want your hard copy to look half decent.

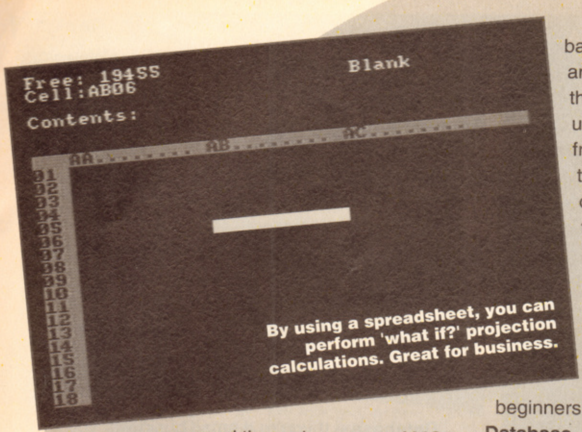
WHAT'S A MODEM?

With the appropriate modem and Mini Office 2, your 64 can talk to the world.

The odds are that quite a few people will have read this feature with one questions hounding them; what the hell is a modem anyway?

Well, it's quite simple, really *(Thank God for that – Hutch)*. The idea is that if you can connect a computer to the phone, you can get it to communicate with other computers. A modem is simply a box that converts computer signals into audio noises that can be sent down a phone line, where another modem will convert them back into computer signals for the receiving computer to process.

And lo, there were bulletin boards. These are really just computers on the end of a phone line that had huge storage systems attached, that people could connect their machines to, grab software from the library on the BBS (short for Bulletin Board System), leave messages for other people to read when they log on later, etc.

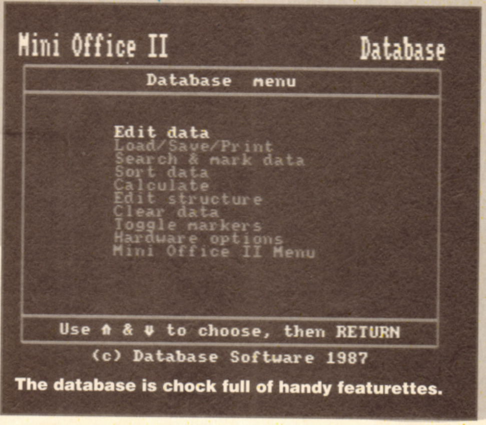


```
Free: 194SS                Blank
Cell:AB06
Contents:
```

By using a spreadsheet, you can perform 'what if?' projection calculations. Great for business.

around the various uses of MO2 in a home environment. What we'll be looking at are the many ways in which you could use a comprehensive package like this to smooth out the running of your daily life (I love this kind of stuff – it's real computing).

Communications – Serious leisure time facility, is this, but with a few major drawbacks. You see, the odds are, if you're using a bulletin board (if you're lost already, read the modem box), you'll fall prey to one major trap – phone bills that make the Mexican national debt look like small change. I'm not kidding here – they could have funded the American nuclear defence system on my last quarterly bill. Warnings on cash over, though, there are many advantages to using comms. First of all, there's a huge amount of free software to be had. Think about it – public domain software is a great source of free stuff, some of which is quite good. The only real problem is the hassle you have to go through sending tapes back and forth, paying duplication fees, and generally getting your hands dirty with the real world. Imagine being able to ring up a bulletin board, and grab loads of freebies over the phone, saving them out to tape or disc, and not paying a penny, or waiting for anything over a few teasingly decorated minutes!



```
Mini Office II                    Database
            Database menu

          Edit data
          Load/Save/Print
          Search & mark data
          Sort data
          Calculate
          Edit structure
          Clear data
          Toggle markers
          Hardware options
          Mini Office II Menu

  Use ⇑ & ⇓ to choose, then RETURN
     (c) Database Software 1987
```

The database is chock full of handy featurettes.

Your other major advantage, you see, is that bulletin boards usually have fairly large message systems, and so logging on can put you in touch with experts, fanatics, game fans, programmers, demo writers, other beginners – the list is endless.

Database – This one hardly needs covering anyway, really. How big is your record collection? What about that impressive array of Star Trek videos (I share a house with your ex prod-ed Dave Golder, so I know all about rooms full of Star Trek tapes.) Have you ever thought of itemising them on computer? It'd make like a lot easier

Failing that, you must have a phone book, full of addresses and numbers that are no longer in alphabetical order, and subsequently is a complete pig to use. What's a guy to do? Simple – whack the whole kaboodle onto a database. This way, you can get at any addresses you may need in a matter of minutes, or print out a list of just names and phone numbers (yes, you can print lists of just a few pieces of information from a record) to stick up by the phone.

Graphics – Now here's one that should appeal to all of you who're still suffering the rigours of formal education. As soon as GCSEs or A levels come around, you'll find yourself doing a lot of lengthy reports for homework. Some of these may involve displaying information (usually statistics) in a neat and orderly fashion. What better way to get a god grade, then, than to present stuff like this in a computer printer form, simultaneously (and unbeknownst to the lecturer) saving yourself all the hassle of working out how to draw the damned thing in the first place?

Label Printer – Send a letter. Print a label. Wow.

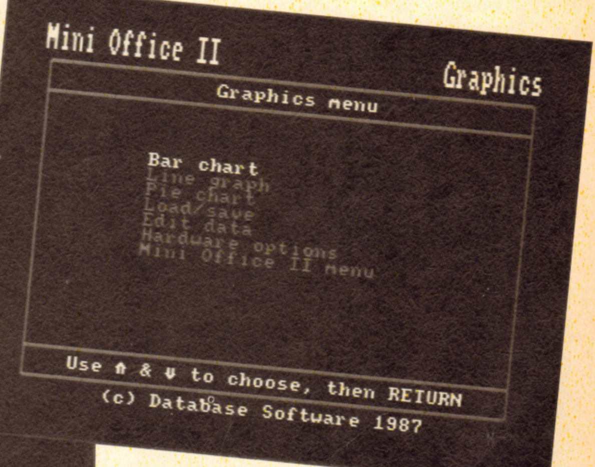
Spreadsheet – Let me put it like this. My ex-editor on Amstrad Action, a guy by the name of Tim Norris, is a baseball fanatic. As well as lots of people running around in painfully tight white trousers tucked into their socks, baseball contains a lot of figures, averages, and statistics. The easiest way Tim found of keeping track of how well his favourite team was doing on paper was to get all the batting averages (and general stuff which is all a little too specialized for me to ever understand) onto a computer screen, and let his machine do all the totting up and working out for him.

Word Processor – The one thing that being left-handed has taught me is that there are a lot of people who, like me, have handwriting which is bordering on the illegible. This causes stuff like formal letters, essays, and other text-heavy

AND A SPREADSHEET ?

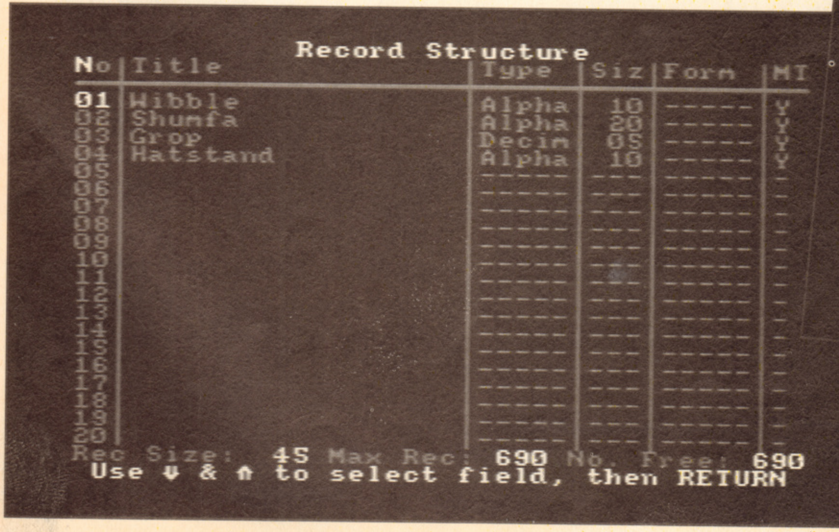
Ick. This one is a little more complex. Imagine a piece of squared paper, on which you can enter numbers (one number, however many digits long, taking up one square). Now imagine that you could program some squares to automatically contain the result of a mathematical operation on others.

For instance, if you had a column of numbers, you could program the square just below the column to contain the total of that column, and automatically update it whenever the numbers changed. What you've got in the end is a computerized table of numbers, with totals that automatically update themselves. True office automation at last!



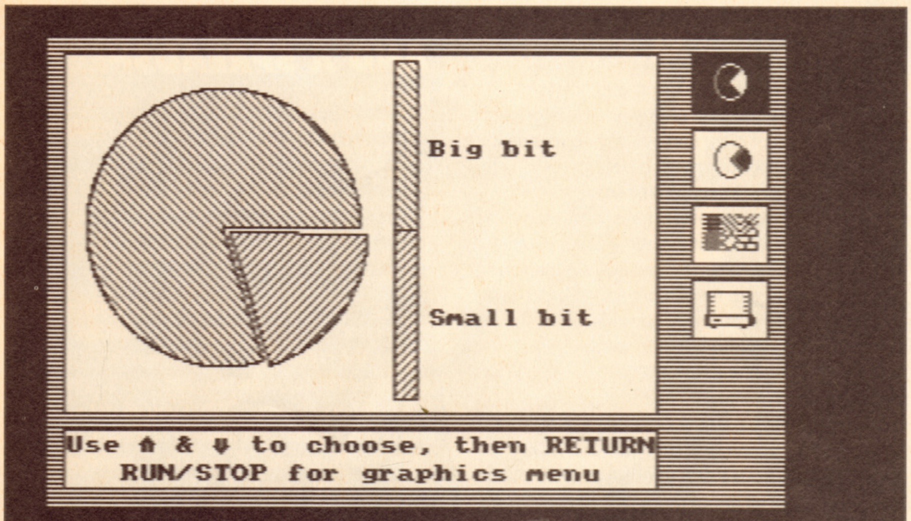
```
Mini Office II
                          Graphics
         Graphics menu

       Bar chart
       Line graph
       Pie chart
       Load/save
       Edit data
       Hardware options
       Mini Office II menu

 Use ⇑ & ⇓ to choose, then RETURN
    (c) Database Software 1987
```

Get your charts here, get 'em while they're hot, they're lovely.



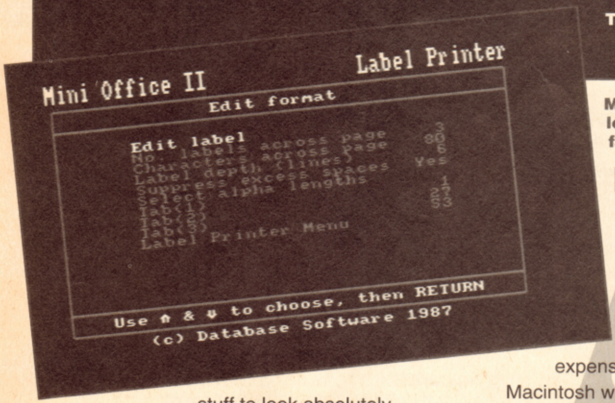
```
                  Record Structure
No|Title                      |Type  |Siz|Form  |MI
01|Wibble                     |Alpha | 10|------|Y
02|Shumfa                     |Alpha | 20|------|Y
03|Grop                       |Decim | 05|------|Y
04|Hatstand                   |Alpha | 10|------|Y
05|                           |------|---|------|-
06|                           |------|---|------|-
07|                           |------|---|------|-
08|                           |------|---|------|-
09|                           |------|---|------|-
10|                           |------|---|------|-
11|                           |------|---|------|-
12|                           |------|---|------|-
13|                           |------|---|------|-
14|                           |------|---|------|-
15|                           |------|---|------|-
16|                           |------|---|------|-
17|                           |------|---|------|-
18|                           |------|---|------|-
19|                           |------|---|------|-
20|                           |------|---|------|-
Rec Size:  45 Max Rec: 690 No. Free: 690
 Use ⇓ & ⇑ to select field, then RETURN
```

You can decide exactly how the forms on your database look. The type column concerns data type (alphabetical, numeric etc.)



```
Use ⇑ & ⇓ to choose, then RETURN
RUN/STOP for graphics menu
```

To give your data that added air of plausibility, simply get MO2 to create a chart from it.



```
Mini Office II                    Label Printer
                 Edit format

     Edit label
     No. labels across page             3
     Characters across page            80
     Label depth (lines)                6
     Suppress excess spaces           Yes
     Select alpha lengths
     Tab(1)                             1
     Tab(2)                            27
     Tab(3)                            53
     Label Printer Menu

      Use ⇑ & ⇓ to choose, then RETURN
         (c) Database Software 1987
```

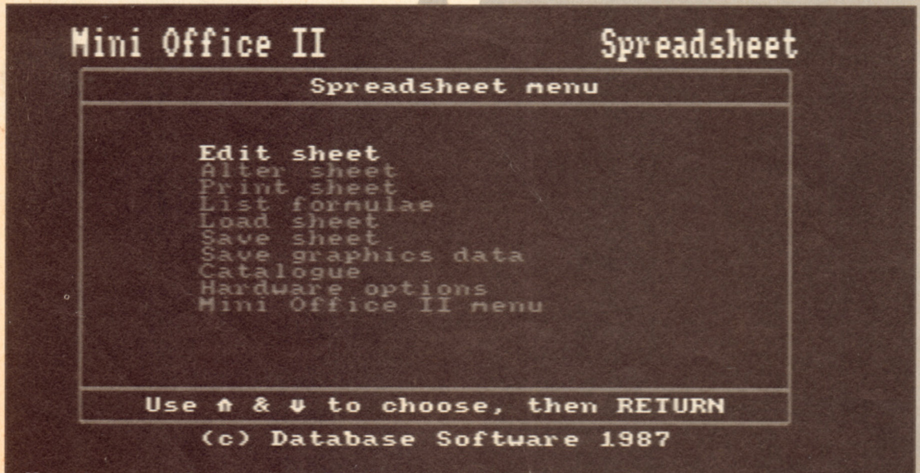
Make your envelopes decidedly more legible by using MO2's label printing facility. Crivens.

stuff to look absolutely dreadful, no matter what the words say. To get round this problem, halfway through high school came up with a wonderful trick – word process everything. My average essay mark shot clean through the roof as soon as whoever was marking it wasn't put off with the daunting task of trying to read my handwriting, and could actually settle down to read what I was trying to say. The same goes for job applications, CVs and just about anything else you care to mention – people have got more time for something they can actually read.

IN THE OFFICE

Of course, there may come a time when you'll want to do a bit more with your C64 than just use it a home. You may even have your own small business. Granted, you won't get the power or full versatility of a really expensive machine like a PC or an Apple Macintosh without going out and buying one, but you'd be surprised at how much of your needs are catered for. Read on…

Communications – When it comes to more business like uses, comms packages don't really come in handy all that much. Don't count this part of MO2 out right away though, as having a modem set up might just come in handy. For example, we've got a few freelancers for Future Publishing that send their work in via the phone line – it's more reliable (and definitely faster) than Her Majesty's Snail Mail, and enables us to ask for last minute modifications to articles that we otherwise wouldn't have been able to sort out in time.



```
Mini Office II                 Spreadsheet
              Spreadsheet menu

          Edit sheet
          Alter sheet
          Print sheet
          List formulae
          Load sheet
          Save sheet
          Save graphics data
          Catalogue
          Hardware options
          Mini Office II menu

      Use ⇑ & ⇓ to choose, then RETURN
         (c) Database Software 1987
```

You can save out just your spreadsheet charts if all that data's getting on your nerves.

HOW ABOUT A DATABASE?

I think I could just about handle this one. Imagine a set of file cards, with their ruled lines marking out different bits of information. Now imagine a computerized version of this, allowing you to have hundreds of file cards, sort them into particular orders, print out lists from only certain pieces of information on the cards (just names and phone numbers if you like). You know, I could really get into this MO2 lark.

Database – If you're a small business, you'll have already realised the massive amount of information you need to keep hold of – customer records, product lists, trade details, payroll, etc. Think how much easier life would be (and how much tidier your desk would be) if you stored all this stuff on one floppy disc as opposed to several scrappy bits of paper.

Graphics – Yeah yeah yeah, everybody's seen those adverts with people punching up figures on their computers in the form of flashy displays…

Label Printer – More letters, more labels, more yawns. Can I go now?

Spreadsheet – With a bit of luck, you might even be able to impress (read; swindle) the taxman if your company accounts are sitting on a nice, self-calculating computer screen as opposed to an ink stained book full of mistakes, updates, and dodgy calculations.

Word Processor – I've said it before, and I'll say it again; I like people to read the letters I've sent them. Besides – what did you think this magazine's articles were written with? Paper and pen?

The truth of it is that the actual copy (text) in CF is written on word processors, then loaded into another package called QuarkXPress (just a very fancy DTP package that runs on an Apple Macintosh) to lay it out on the page.

CHEERIO

All in all, then, I hope I've managed to open your eyes to just how productive a package like MO2 can be, and just how much it could help you out in your daily routine. My aim wasn't to get you all doing everything on your C64, really, it's just always worth bearing in mind that the C64 is easily powerful enough to be a damned sight more than just a game machine.

Over the next couple of months, we hope to be showing you exactly how to make use of some of these less obvious abilities of your machine to help you at home, work, or school.

'Til then, have fun…

NEXT MUNF

We'll be explaining exactly how to automate your home accounts, so that you know what's in the bank, how much you owe and who to. We'll also be looking at the mechanics of catologuing your record collection on a database. If you've got any specific Mini Office 2 questions, then send them to MO2 Hassles, Commodore Format, 30 Monmouth Street, Bath, BA1 2BW,

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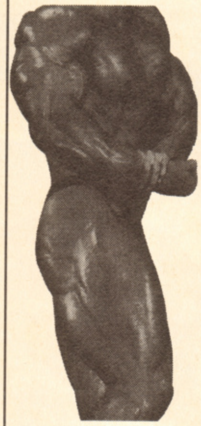

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FEATURING

MKPD

SCORE 023
LINES 08
LEVEL: 1

Twister, yet another P D Tetris clone.

For the fifth time running we give a PD company a chance to waffle on for a whole page about themselves. This month it's the turn of MKPD to blow their own trumpet. So sit down, shut up and listen to what they have to say.

Library's full name: MKPD
Address: 1 Westmore Close, Burrows Park, Northam, N. Devon. EX39 1SR.
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WHY DEMOS ARE

PD REVIEW

- Many demo coders go on to become fully fledged programmers, producing superb games.
- They demonstrate the distinction between the console and the home computer, namely creativity.
- They've brightened up many a soulful winter night.
- They truly reflect the times we're in: from Rave to Progressive Trance.
- They're great for leaving on in the corner when you're listening to funky music; you're own private light show.
- They don't cost you anything. Except for the electricity, and the cost of the disk I suppose.

Fabulus dog fighting fun with Ikarus, but a bit too easy to beat.

CORE
9600
MISSION MONDAY

And I thought that jeeps were like elephants and couldn't jump.

TOP FIVE GAMES

1 Ikarus
Disk 029
A simple yet fun game for 1 or 2 players.

2 Worm
Disk 030
A classic game incredibly simple, but also incredibly frustrating!

3 Mission Monday
Disk 001
Classic action with Willy Warmstart and his jumping, shooting jeep.

4 Thunderlifter
Disk 029
One of the best SEUCK games ever made, brilliant arcade shoot-em-up fun.

5 Twister
Disk 001
Yet another addictive Tetris clone.Has the world not had enough of them yet?

TOP FIVE DEMOS

1 Red Storm
Disk 042
Probably one of the best demos ever, so varied and almost never ending. It runs by itself with absolutely no user interaction required… more like a movie really.

2 G[illegible]ma Light 8
Disk 045
A technically stunning demo, including amazing effects like colour cycling and plasmas - something to aspire to

3 The Samples Disk
Disk 039
Loads of fab sample demos, including the famous Singing Ducks demo.

4 The Legacy
Disk 032
Another stunning demo with brilliant effects.

5 One Year Camelot
Disk 020
Yet another example of the fine art of demo coding, watch it and weep.

TOP FIVE UTILITIES

1 Demo Demon
Disk 026
A demo making tool that allows someone with absolutely no knowledge of the C64 to create their own demos in minutes.

2 The Funky Toolz Collection V2.1
Disk 014
Many excellent tools!

3 Utilities and Music disk
Disk 037
A disk packed full of some of the best utilities around.

4 Useful Utilities
Disk 040
Utilities including future composer V4.0 and a clever 80 column screen program.

5 Magaunit Utilities
Disk 035
A collection of useful utilities.

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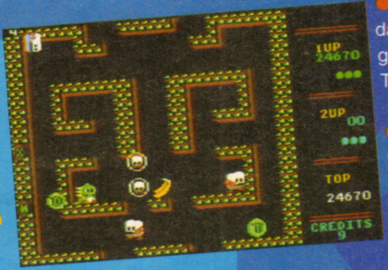
- For sale C64 disks. Turrican 2, Trolls, Nobby the Aardvark, Sleepwalker. All boxed. As new, £8 each. Phone Andy on 0256 55939.

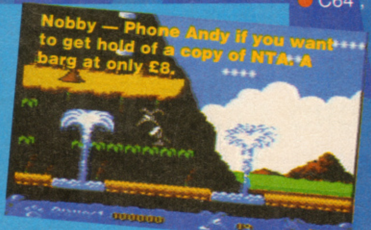


Bubble Bobble — B&B room with a private bathroom £8 extra per night.

- For sale C64 disks. Turrican 2, Trolls, Nobby the Aardvark, Sleepwalker. All boxed. As new, £8 each. Phone Andy on 0256 55939.

- Agent X II in perfect condition, tape loading properly, with level passcodes. Willing to accept £3.99 onwards. Contact Mark on 049 26526

- Terminator 2, Double Dragon 3, Baal, Elite, Bubble Bobble, Rainbow Islands, The Duel, Matchpoint, Strip Poker 2, Fist Fighter and The Simpsons all for £10. Also CF4 tape for £5. Call Mark on 0226 726443.



Nobby — Phone Andy if you want to get hold of a copy of NTA. A barg at only £8.

- Commodore 64, 1541 Mk II set up, AR, datacorder, over £200 worth of programming manuals, word processor, Datel enhancement disk. This is a veritable treasure chest all one job lot £200 (no offers). Will split for the right price — redundancy forces sale. Long live the 64! Phone 0443 406395

- C64 with Datasette plus Joysticks. Over 300 games and B/W television, cassette and cart. Magazines as well. What a bargain! Tel. 0830 30323.

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- C64, disk drive, datasette, printer, joystick, 100's games on disk and tape. £250 ono. Will sell separately. Tel. 091 523 5527.

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- Commodore Format issues 1 to 31, will pay postage. Phone 031 669 4937.

- Wanted, assembler and disassembler, will swap for International Soccer cart and Saboteur, or cart plus Tau Ceti, must be tape based. Tel. Charles on 0382 26904.

- Wanted! Repton Games 1, 2. Round the World in 40 Screens and Life of Repton. Tape or 5 1/4" disk for the C64 also Commodore 64 ROM routines handbook. Will pay a reasonable amount. Tel. 0602 426488

- Wanted, expert cart for C64 by Trilogic. Tel.: 0332 574265 and ask for Craig.

- Revs by Geoff Crammond. Must work! Contact Alex on 0404 418917.

- Wanted. Text/graphic adventures and RPG's. Tape or disk. Send list to Ann Castelow, 27 Costain Grove, Norton, Stockton, Cleveland. TS20 1JW.

- Help. I need a new ribbon for my CBM MPS 801 — offers please. Write to Mick, 30 Brook Close, East Grinstead, Sussex. RH19 3XZ. New/used.

- Any Infocom or Magnetic Scrolls adventures on disk. Also wanted sound or graphic digitiser for C64. Will pay reasonable price.

- C64 printer must be in working order. Must be very cheep (tweet tweet — Ed). Contact J Reilly, 5 Cannon Street, Kells, County Meath, Ireland.

- Wanted 1541 disk drive. Must be in good condition, will pay £55. Phone Ashley after 4.30 pm on 0762 337532.

SERVICES

- For dot matrix printouts, basic programs written or your basic program's screen shots printed. Write to Tom at 322 Holburn Street, Aberdeen, AB1 6DX for a price list (enclose an SAE).

PENPALS

- Hi!!. Got a tape deck? Then write to me for swapping programming, hints, cheats etc. Contact T Roberts, 86 Barrack Road, Houndslow, Middlesex. TW4 6AW.

- Pen Pals wanted!. I am from England. When and if anyone writes describe yourself and the things you like doing. Photo if poss. Lianne, 31 Kelham Square, Downhill Estate, Sunderland. SR5 4DA.

- Mad about computers? Want a pen pal? Love music? Then write to me, Lindsey Cain, 7 Uplands, Stoke Heath, Coventry. CU2 3FY.

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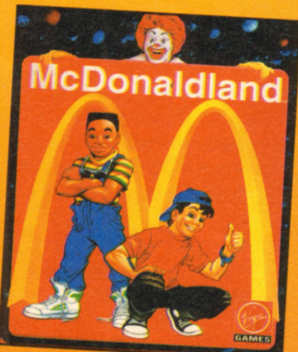
Nobby the Aardvark (Disk)	£15.99	£13.99	CFNAD

MCDONALDLAND



Virgin

A different kind of platform game altogether (*a different kind of platform game – the whole* CF *crew*). *Mario*-esque fun with relish and no gherkins. Have a nice game.

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Description	RRP	*CF* Price	Order No
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McDonaldland (Disk)	£15.99	£13.99	CFMCD

FIRST SAMURAI

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UBI Soft

An arcade adventure hack-'em-up with a distinctly oriental flavour, First Samurai received one of the highest scores CF has ever awarded a game – 96 per cent, and it deserved it. This game's got the lot – great graphics, great sound, great gameplay, great whatever else there is left to be great. Be warned – this game is dangerously addictive!

Description	RRP	CF Price	Order No
First Samurai (cass)	£11.99	£9.99	CFSAMC
First Samurai (disk)	£16.99	£13.99	CFSAMD

CREATURES 2

SAVE UP TO £3

Thalamus

If you haven't got this game – WHY NOT? It's a Corker of awesome proportions. Gorier than a whole series of Casualty and more fun than watching Clur beat up Dave, this has to be one of the greatest games ever on ANY format! Platform puzzling at its very best with some superbly bizarre graphics and the best music ever written for the C64. There is no excuse for not having a copy.

Description	RRP	*CF* Price	Ord No
Creatures 2 (cass)	£10.99	£9.99	CFCR2C
Creatures 2 (disk)	£15.99	£12.99	CFCR2C

It's a Corker!

SUPER STORE

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CF22: Cover tape – full games: Hover Bovver, Agent Orange.
Demo: Robocod.
Gamebusters: Murray Mouse, Rainbow Islands.
Reviews: James Pond: Robocod, Biff, Dylan Dog, Jimmy's Soccer Manager, DJ Puff's Volcanic Adventure, Light, Bug Bomber.

CF23: Cover tape – Full games: Defenders Of The Earth, Johnny Reb 2.
Demos: Biff, Bug Bomber, Nobby The Aardvark.
Gamebusters: Maze Mania, Rainbow Islands, Super Seymour Saves The Planet.
Reviews: Cool Croc Twins, Turbo The Tortoise, Xenomorph, Millennium Warriors.

CF24: Cover tape – Full game: Famous Five.
Demos: Fuzzball, Match Of The Day, Ugh!, Cool Croc Twins.
Gamebusters: Space Crusade.
Reviews: Mega Sports, Ugh!, Elvira 2, Hägar The Horrible, Nobby The Aardvark.
Specials: Getting the most out of your datassette.

CF25: Extra Cover tape – Saracen Paint.
Cover tape – Full game: John Lowe's Ultimate Darts. **Demos:** Slicks, Hägar.
Gamebusters: Space Crusade, DJ Puff, Vendetta.
Reviews: Hook, Match Of The Day, Bangers And Mash, Count Duckula 2, Frankenstein, Slicks.

CF26: Cover tape – Full games: Twin Tiger, Cosmic Causeway, Bomber.
Demos: Stuntman Seymour, Doc Croc.
Gamebusters: Space Crusade, DJ Puff.
Reviews: Stuntman Seymour, Super All-Stars, Boxing Manager 2, Popeye 3
Specials: First installment of the epic Let's Make A Monster series.

CF27: Cover tape – Full games: Deflektor, Alternative World Games, The Muncher.
Demo: Sceptre Of Baghdad.
Gamebusters: 13-page Creatures 2 special.
Reviews: Crystal Kingdom Dizzy, Bully's Sporting Darts, Crazy Cars, Locomotion.

CF28: Cover tape – Full games: First Strike, Fifth Gear, Locomotion, Reckless Rufus, Nick Faldo's Champ Golf.
Gamebusters: Spellbound Dizzy, Famous Five.
Reviews: International Tennis, Graeme Souness International Soccer, Cool World, Nick Faldo's Championship Golf, Paint And Create.

CF29: Cover tape – Full games: Herobotix, Battleships, Highway Encounter.
Demo: Carnage.
Gamebusters: Spellbound Dizzy, Batman.
Reviews: WWF European Rampage, Sceptre Of Baghdad, Magic Rufus, Dalek Attack, Street Fighter 2, Superstar Seymour, Lethal Weapon.

CF30: Cover tape – Full games: Slayer, Rebounder, Daedalus, Blackjack 21.
Gamebusters: Creatures, Reckless Rufus, Winter Camp.
Reviews: Jimmy's Super League, Carnage, Gladiators, Football Manager 3, Spelling Fair, The Big Box.

CF31: Cover tape – Full games: Cauldron 2, Snare, Subterranea.
Demo: Arnie 2.
Gamebusters: Stuntman Seymour, Dalek Attack, Crystal Kingdom Dizzy.
Reviews: McDonaldland, Table Tennis, Snare.
Specials: SEUCK.

CF32: Cover tape – Full games: Thrust, Steel, Corya. **Full Utility:** FROST (sprite design utility).
Gamebusters: Stuntman Seymour, Lethal Weapon, Dalek Attack, Wild West Seymour.
Reviews: ARNIE 2, Fist Fighter, International Truck Racing, Trolls, Stone Age, World Championship Squash.

CF33: Cover tape – Full games: Snackman, ATA, Water Polo, Corya Part 2.
Gamebusters: Lethal Weapon, Thrust.
Reviews: Sleepwalker, Robin Hood, WWF, RoboCod, Darkman, 4 Most World Sports.

CF34: Cover tape – Full games: Arac, Coyra Part 3, Shellshock.
Gamebusters: Lethal Weapon, The Simpson.
Reviews: Argon Factor, Addams Family, Liverpool.
24-page special: The best 64 games that you can still buy.

CF35: Cover tape – Full games: Space Academy, Hallax.
Gamebusters: Last Ninja, Future Wars.
Reviews: Suburban Commando, Pirates, Mercs.

CF36: Cover tape: Star Ray, Squibbly Skwob.
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Reviews: Gunship, Bee 52, Project Stealth.

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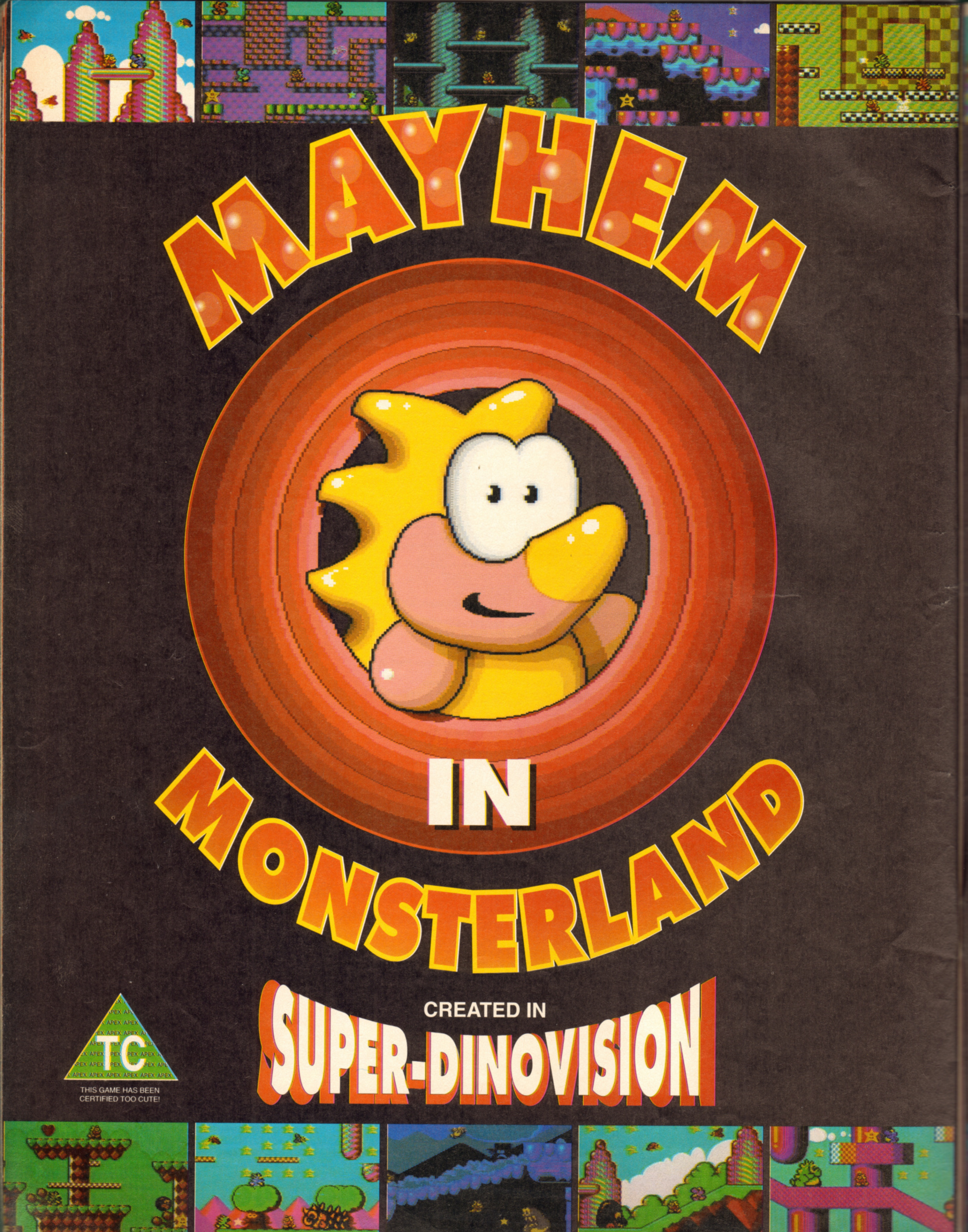
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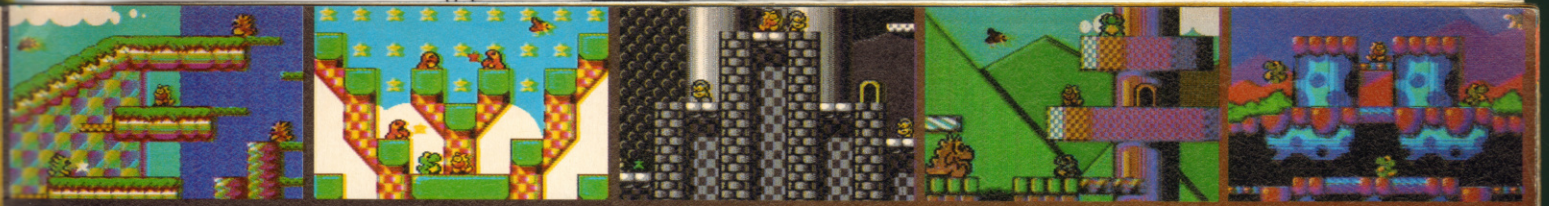
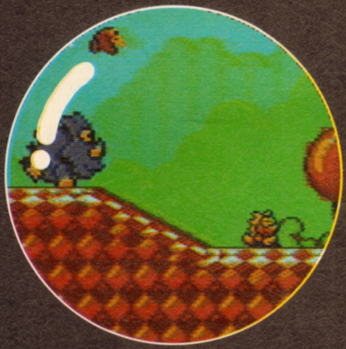
THIS GAME HAS BEEN CERTIFIED TOO CUTE!



From the makers of Creatures and Creatures 2 comes probably the greatest platform game ever created for the C64; Mayhem in Monsterland is an intriguing blend of fast, frenetic platform action, with five wickedly cute levels to explore. Featuring the cutest dinosaur ever to emerge from the Jurassic period, you'll soon forget all about Italian plumbers and spikey blue hedgehogs.



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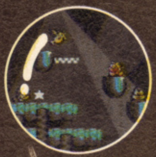

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OVER THE EDGE

What's VR? What's MUD when it's at home? Which is the quickest computer in the world? Why do all Iranian men have black moustaches? We answer this question and others in our funky new section. If it's high-tech it's in here.

BRAVE NEW WORLDS

The ultimate computer game? Disney's Tron

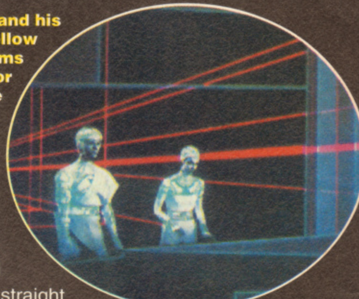
Elsewhere in this issue, we looked at how the very first computer games began, and how they developed and evolved into the games we play today. This, though a little complex, is traceable. But what about the future? What do the next few years hold in gaming technology? How will concept change? After all, the technology that runs games like *Turbo Charge* is the same that ran such overtures in naff as *Cisco Heat*. So how will programming technique change?

Well, we can only predict what will happen in computer games by looking at what will happen in technology, and what has already happened in the gaming world with the technology that we have availible today.

MULTI-USERS

The first multi user video game was *Pong* (the classic bat and ball game). I think we can safely say here that the idea of more than one person interacting with the computer at once is not a new idea. When *Gauntlet* wowed reviewers with it's fun two player action, it wasn't really breaking any new ground. But there were a few games that did.

One such development, only really made possible by the growth of popularity of modems and telecommunication with computers, was MUD. This was a Multi-User Dungeon, designed for people to ring up (using a modem), and take part in a text adventure game. What separated this adventure from the rest was the fact that the characters you meet in the game aren't computer controlled characters, they were other people who were playing the adventure at the same time. This has an astounding effect on the game, as there is a constant input of originality and fresh ideas from the human players (as they could interact), which effectively threw the whole problem of stunted characters with no real personality straight out of the window.

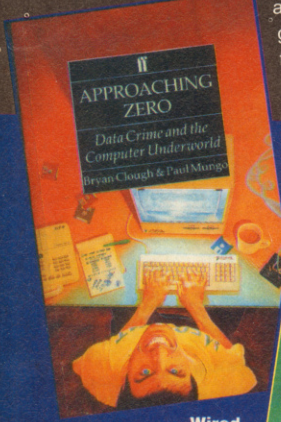


Tron and his fellow programs fight for the freedom of the MCP.

This whole concept has since been repeated many times in the progress of computer games, with games allowing machines to be linked (take the Gameboy's *Tetris* for example), but these further attempts never really matched the initial success and long lasting appeal of set-ups such as MUD.

Imagine playing Elite, and flying against a real person who's sitting hundreds of miles away.

With the steady increase in reliability and speed of national and international communications, you can expect to see a few further developments in the MUD field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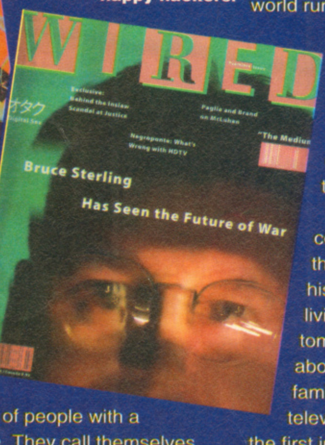
APPROACHING ZERO
Data Crime and the Computer Underworld
Bryan Clough & Paul Mungo

Count the mentions of the C64 in these tales of happy hackers.



Wired, living the American dream through technology.

CYBER WHAT?

There are a certain group of people with a shared vision of the future. They call themselves Cyberpunks, a name taken from the writings of the author William Gibson. He foresaw not a world of shining chrome and automated bliss as portrayed in the sci-fi films of the '70's, but a dark crime filled world run by computers. Cyberpunk is not a dream but a continuation of the research happening today. There are no unrealistic dreams of world peace and a cure for all diseases, but there are neural link-ups with computers, genetic engineering and multinational companies that tell the politicians what top do.

Gibson himself has little knowledge of computing technology, so is not bound by the limits of present technology but only by his imagination. His books tell of people living for what they can get out of today, for tomorrow will probably be worse. He writes about the technology of the future with the familiarity that you or I could write about the television in our living rooms. *Neuromancer*, the first in his Cyberspace series is recommended reading for all budding futurists.

If that sparks your interest then there's no better way of getting closer to Cyberspace than through a darn good read. *Approaching Zero* by Bryan Clough and Paul Mungo is not a work of fiction but an account of a select few users lives. It's packed full of stories from hackers and programmers who all have one thing in common - the exploitation of available technology for their own personal gain. Reading through it you'll be amazed how many of today's top hackers started off with the humble 64. It's not full of technical jargon so you don't need to be a techie freak to understand what's going on.

If you can't handle a full length novel then take a look at *Mirrorshades - The Cyberpunk Anthology*. It's a collection of short stories by many of the top cyber writers including William Gibson, Lewis Shiner, Bruce Sterling and others. Even easier to read but tougher to get hold of is the American magazine Wired. Its articles examine all aspects of the new technology including the latest experiments with VR. You won't see it on the shelves but your newsagent may be able to order it for you (you'll need to quote the ISSN number incorporating graphics, and hopefully a little bit of action. The possibilities really are endless – Imagine flying along, and every ship you pass is a real person. Need we say more?

TECHNOLOGY

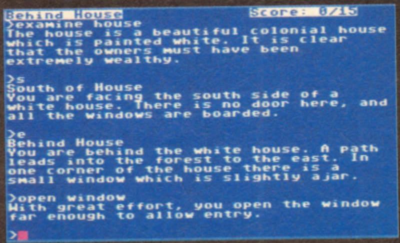
So how will technology develop? Well, this is probably quite easy to predict. You see, there are two main considerations when looking at computer technology from a programmer's point of view – speed, and capacity.

All computers are timed by some kind of internal clock. Though it's not a clock in the conventional sense (it doesn't actually know the time), inside your C64 is a quartz crystal, oscillating fast enough to produce a frequency in the MHz range. As far as the Commodore 64 is concerned, this frequency is converted into electronic pulses every 300th of a second.

This clock could, quite obviously, be upgraded. If you were to replace your C64's crystal with a unit that produced a higher frequency, the rest of the internal components would freak out (not being designed or built for an increased speed), but faster crystals can be used when designing new computers. The basic rule here is that the faster the crystal, the faster the machine – a machine running on an 8MHz crystal will run twice as fast as a similar machine using a 4MHz crystal. This increase in speed can already be seen in some console machines and many of the more powerful home computers, so just think what you could with, say, a Mega Drive, that ran at twice the speed – twice the number of animation frames per second, faster moving games that don't suffer any flicker or rough animation, the possibilities are endless.

Capacity takes care of every other feature of a computer game that's not accounted for by speed. With new advances being made all the time in the amount of memory that can be stored on a chip, methods of storing data, and systems for effective information compression, games literally keep growing in size – with more backdrops, larger playing areas, more bad guys, more levels, etc.

You see, everything else, in the end, comes down to either speed or capacity. Music, for example, relies on both, requiring vast amounts of memory to store an average tune, and a large amount of processor time to get it out through a speaker. The same can be said for animation, which also requires memory to store extra frames in a sprite's movement, and more processor time to display these extra frames.



```
Behind House                  Score: 0/15
>examine house
The house is a beautiful colonial house
which is painted white. It is clear
that the owners must have been
extremely wealthy.

>s
South of House
You are facing the south side of a
white house. There is no door here, and
all the windows are boarded.

>e
Behind House
You are behind the white house. A path
leads into the forest to the east. In
one corner of the house there is a
small window which is slightly ajar.

>open window
With great effort, you open the window
far enough to allow entry.

>
```

Adventure gaming C64 style, the classic Zork on your favourite home computer.

REAL ENVIRONMENTS

In many ways, real environments have already been realised by the computer market. In many arcades today, you can play Virtual Reality games. These may be racing games, or they may be more Drillerish style games, but they are beginning to imitate real environments.

To create a realistic environment on computer, you don't actually have to create a real world – you merely have to present images, sounds, etc, to the user in the way that they would be presented in a real environment. Hence the VR helmet – a headset containing view screens in front of the eyes, and speakers for full surround sound.

In effect then, the only thing holding VR back from imitating a real environment perfectly is the graphical ability and processing speed of the computer running it. As graphical capabilities and storage systems improve further, though, the detail and complexity of possible virtual worlds rise with them.

DON'T BELIEVE THE HYPE

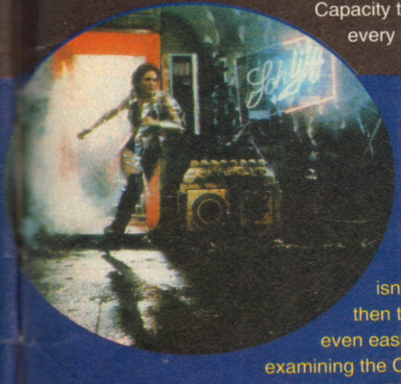
Both the computer press and the software houses are currently doing backflips over CD technology. The video games industry has always thrived on the-next-big-thing syndrome, so it's to be expected. Unfortunately, nobody's actually come up with a suitably impressive game which has people reaching for the old cheque book.

The reason for this is quite simple, good graphics and sound do not a good game make. You're all hardened C64 owners and you know that gameplay's the most important element of any game. It doesn't matter if a game's got rendered graphics, full motion video and twenty minutes of real speech, you'll still get bored with it after ten minutes unless there's an ounce or two addictiveness hiding inside. The main reason for the dearth of decent games on CD is that programmer's get lazy; when you've only got 64K of memory to play with, you've got to make sure that the game's in there, 'cos there sure as hell isn't room for much else.

HUTCH

The future of home entertainment? They'll have to do better to impress me.

20 ORIGINAL CLASSICS
BLUES BROTHER SOUL SISTER



Zhora drops her snake and runs for her life.

1059-1028).

If reading isn't your thing then there is an even easier route into examining the Cyperpunk ethos - movies. The classic *Blade Runner* is a great place to start (and it just happens to be one of my all time favourite movies). Ridley Scott's masterpiece shows an ugly picture of America in the year 2018. Technology has reached the stage where scientists can genetically reproduce any animal they wish, including humans. The film centres around the character Deckard, a retired Blade Runner who is bought back into service to deal with a gang of escaped human replicants loose on the streets of LA. The chase scenes are great but the really interesting stuff is the technology Deckard uses in the hunt. Like ESPA, a machine that can manipulate a simple photograph of a person in a room to show the whole room and even the rooms beyond.

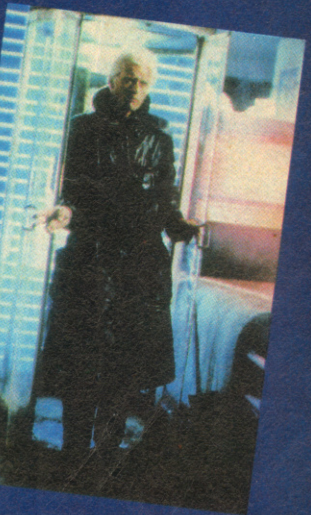
It may seem a little far fetched, but scientists can already breed mice that produce specific human proteins in their milk. And another group of geneticists are on the brink of breeding pigs with red corpusles and even internal organs that the human body will not reject.

The first home computer was only on general release less than twenty years ago and now the major companies are talking about bringing VR into the home. Neural connectors can't be that far away, can they?

Click...

C:LUR

My main man, Rutger Hauer as the replicant, Roy Batty.



The question is: is Deckard a replicant too? We will never know.

ARTIFICIAL INTELLIGENCE

One of the main selling points of the MUD system was that characters in normal computer games are always incredibly false, incredibly stupid, and incredibly starched. This is not a product of bad programming, but a product of the limitations of ant electronic circuit to emulate a real personality. Once we create a computer that can achieve this, we've created artificial intelligence.

Contrary to popular belief, artificial intelligence is not about making computers think (that would push the whole field into the area of metaphysics and philosophy). The only criteria for AI is to make a computer respond to stimuli in a way that it would if it were thinking. This does seem to break the problem down into a slightly more bearable chunk. After all, the most you can say about anyone is that they act as if they would were they actually intelligent.

As research continues into this rather tricky field, and advances are made in techniques of programming AI, the computer game industry sees advances, if watered down a little, in the form of more interactive characters. And when an alien tries to out think you in mortal combat, you know things are getting just a little too deep.

SIMON

> *Crooks recently drove a bulldozer into the wall of a bank and removed the entire cash machine, masonry and all.*

GAME TV

We all know that video games have made the big crossover from minority sport to mainstream activity, but there's an even bigger revolution just waiting to happen and it has to do with connectivity.

What do you do when you want some software? Perhaps you get down to John Menzies and have a peruse. Maybe you whack a cheque in the post to a mail order company. Possibly you pirate it off your best mate just like you've been doing for the last couple of years. All these methods are a bit boring and in the latter's case, decidedly illegal, so you might be a bit suprised to discover how you'll get your software in the future; you'll do it through the Television.

Now while we're behind the Japanese and the Americans in this field (no change there then), we're catching up rapidly. The system which is already in place in some bits of America enables you to download games from the TV programme you happen to be watching at the time.

Let's say that the geezer on the TV is some sort of Dominik Diamond dude and he's going on about how excellent the latest shoot-'em-up is. All you have to do is hit a button and that very game will get zapped into your machine quicker than you can say betitcostsanarmandaleg. It doesn't stop there though, because you'll also be able to talk be able to talk back to the television station.

Every night, for instance, they could have a games contest in which the viewers get to play against a professional gamer or a celebrity. The viewer would tap away on his or her computer at home and the viewers could watch the action sitting in their living rooms. It'll be like a video games network. So how is all this going to be possible. Globally, technology is moving from analogue systems to digitial systems. With digital technology comes the ability to compress and transfer huge amounts of data with considerable ease. For instance, the British telephone network has recently made the move from analogue to digital technology, opening up the possibility for all sorts of fancy phone tricks like call waiting and conference lines. At the moment, television is going through the same analogue to digital transformation. By the end of this century you'll be watching digitally transmitted information, not radio waves, but binary ones and zeroes. Your television will cease to be a receiver and will instead be a translator of digital code.

It doesn't end there of course, because everything's going digital you'll be able to link up all your household goodies. So your computer will plug into the TV and hi-fi, receiving data from the phone or the local satellite. As cable and satellite systems become increasingly dominant you'll also be able to plug into community networks. These Game TV networks will enable you to patch into your town or community's system and play games against people down the street. So instead of knocking on your friends door and asking him to come out and play, you'd beep him on his computer and play from home. We're all going to be terribly unfit aren't we?

HUTCH

I LIKE DRIVING...

Picture the scene, you're off on your hols with your parents and are now in an unfamiliar bit of the world. Mum or Dad is peering intently at a map and whoever's driving is getting a little bit annoyed because you've been past the same field full of cows four times in a row. Well, soon, problems like that will become a thing of the past and it's all thanks to the cunningly inventive Japanese.

Portishead
BRISTOL

Blimey, how old fasioned can you get? A street map actually drawn on paper!

Pretty soon you'll be able to buy a digital road-map of this country. An LCD screen fitted to the dashboard of your car will display a computerised representation of the countryside and a red spot will indicate exactly where you are in relation to that map. As you drive along, the red spot will move and so you'll always know where you are. This map will also indicate information such as hotels, beauty spots and even traffic jams. So how does this electronic map know where you are, when even you don't?

The answer is impressive and jolly expensive. During the cold war, the Americans sent up some 20 satellites into space at a cost of $20 billion, in a program called the Global Positioning System. The electronic map will be able to consult these satellites and pinpoint your location to within 100 feet. Unfortunately, as impressive as the system is, it'll cost an arm and a robotic leg initially. The system would have to come on either CD or memory card and will set you back somewhere between £1500 and £4000 depending on how sophisticated you want the map to be. Better start saving now then.

HUTCH

SAFE AS HOUSES

Year after year, millions of pounds of our and the banks money, finds it's way into the pockets of technology savvy criminals. Some of the ways in which they fiddle it are very inventive.

FIRST NATIONAL
THE FIRST NATIONAL BANK OF HIGHLAND
QuickBank
503001246 1
ANDREW HUTCHINSON

So, you think your your PIN number's a secret?

Recently, some American crooks with a sense of humour built a fake cash machine in a shopping mall. This machine, read the cash card, recording the Personal Identification Number and then rejected the card indicating that there was no cash inside it. After a week of this the crooks came back, removed their phoney machine and read off all the card information. They then created their own service cards with some plastic and a bit of magnetic tape and proceeded to clean out the accounts of the people who'd used their fake machine.

The banks have been working overtime trying to stop this high technology robbery. Their latest idea is a card which can hold a digital imprint of your voice on it. When you used the card you'd speak to the machine to get your money out. All of which begs the question: haven't the banks heard of tape recorders?

HUTCH

ULTIMATE ARCADE GAME

Let's face it, most arcade games are a bit on the dull side. Ten years ago, it was quite normal to stand in a smokey arcade, blasting away at a continuous stream of similar looking aliens. Nowadays, pinball and ten pin bowling are more popular than arcade games, all of which has left the manufacturers wondering what to do next. The answer is a bit of virtual reality jollity.

Edison Brothers Entertainment have nearly finished creating what they call a "...fully immersive virtual reality game." Their creation will be based around the television series *Star Trek: The Next Generation* and will be positioned in shopping centres and malls. The game will use actual footage from the TV series and will be fully interactive, meaning you could actually sit on the bridge of a starship, issuing orders to the crew and beaming down to hostile worlds. Talk about boldly going, eh?

HUTCH

STILL NUMBER ONE

The next time somebody tells you that they've got the top-selling console or computer around, point out that Commodore sold 13,000,000 C64s over its eight year history, thus making it the best selling home computer ever. Makes you feel all warm inside to know that you're part of such a big club doesn't it.

ALIEN³

He'll eat your face, he'll live in your tummy and he'll dribble chorosive slime all over the floor. Andy Dyer's an anti–social chap at best, so we gave him this funky new platformer to review. It didn't improve his looks much but at least he stopped eating off–world colonists.

HISTORY

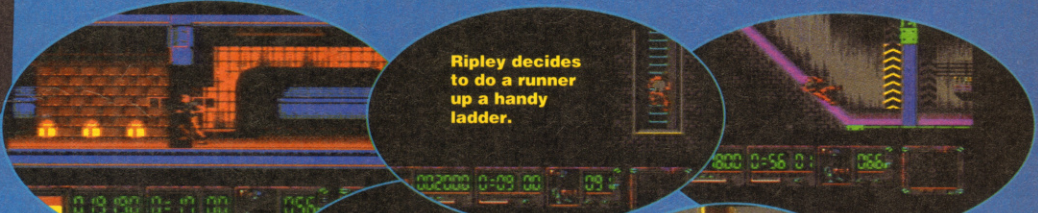
Before we begin talking about the game, let's give you a brief history of the films. Alien was one of the finest Sci-Fi movies ever made. Far from being a white 'n' shiny glimpse at a futuristic spaceship crew who wear cack costumes and say things like "We're getting a twelve groink reading from sector Alpha/Omega/Pants Captain", the people and the ship they worked on was a much more realistic affair with dirt in every corner, creased boiler suits, and no doubt some mouldy leftover potato salad in a small dish in the fridge. Needless to say, they investigated a crash site, had a bit of an internal run-in with a 'thing' went back to their own ship and as a result began to feel somewhat "alienated" if you'll pardon the pun *(I see no pun – Ed).* Oh, and the only survivor was Ripley (Sigourney Weaver, phwoar) and her cat.

Part two began when Ripley woke up from a fifty year sleep to discover that a Terraforming community had been set up on the planet where the aliens were first discovered. Alarmed by the whole thing, she toddles off again to do battle with the vicious Xenomorphs, pronounced Zen-O-Morf if you're British or Zee-No-Morf if you're from the states (Please note however that all Americans are incurably dim and can't speak properly – Dept Of Sweeping Generalisations). Chapter two ends up with almost everybody dead and Ripley once more surviving and looking slightly sweaty.

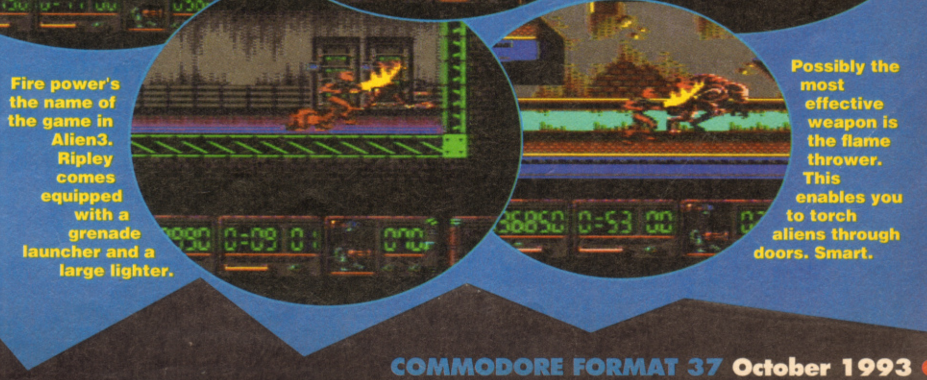
In the third and (we hope final) instalment, Ripley gets banged up in a high security prison populated by a raggle-taggle horde of annoyingly screechy Australian "sheila's" who for some curious reason are all called Bea *(Er, I think you're probably referring to SydneySoft's™ Prisoner Cell Block H Simulator – Ed).* Um, okay try this for size then. Ripley travels off to a high-security prison on another planet which is not only populated by the most gruesome bunch of no-hopers seen this side of the CF office, but which has also become infested with the Alien scum that caused so much "irritation" in the first two films. However, this time the hero discovers that all these foul creatures have come from a giant Queen who also happens to be a chicken *(Oh for crying out loud. It's obvious you haven't actually seen the film so what say you just tell us about the game? – Ed).*

> **Your success really depends on your ability to make the aliens dance a merry jig of doom**

HEAD-BITERS ANONYMOUS: HOW TO SKIN AN ALIEN



Ripley decides to do a runner up a handy ladder.



Fire power's the name of the game in Alien3. Ripley comes equipped with a grenade launcher and a large lighter.

Possibly the most effective weapon is the flame thrower. This enables you to torch aliens through doors. Smart.

LE GAME

It'll come as no surprise to discover that this is a platform shoot-'em-up (mainly because film licences invariably are but also because we told you last month). It takes place over a whopping 15 levels which can be played on one of three skill levels easy, normal and hard. Each level (apart from the Guardian levels, but more on those later) takes the form of a maze of platforms, ladders and lifts of varying complexity and the aim is to run around shooting aliens, rescuing the required amount of prisoners and finding the exit all within a strict time limit. There are, within this structure three types of level, rescue (in which you rescue prisoners), Mayhem (in which you, er, rescue prisoners), and mission (in which you rescu… oh dear, I think we'll just gloss over this bit).

Anyway, between each level there's a network of passageways which you have to crawl through, again within those very strict time limits. Once you've successfully negotiated one of these a screen appears telling you how well you did and how much bonus you scored then it's onto the next level. Of course what your success really depends on is your ability to make the aliens, as it were, dance a merry jig of doom so it's fortunate that you have several weapons at your disposal including a cannon, a flame-thrower and several bombs. Each of these is more or less effective in different sections of the game but to be honest, you can still complete it on easy level using just the cannon.

who's the green dude?

After every few levels, you'll meet a guardian. Guardians are much like the in-game aliens except that these are about five times bigger and take an awful lot of shots to kill. Having said that all the guardians are exactly the same so they shouldn't cause too many problems (after all, you've seen one twin-mouthed, exo-skeletal alien with acid for blood, you've seen 'em all). So that's pretty much as far as it goes with the gameplay. So now the all important question. How painful is the tape loader?

Not painful at all is the answer. Despite every level (even the short Guardian ones) being loaded from cassette individually, the waiting time is fairly minimal, so by the time you've calmed down after completing the previous level, the next one is up and running. Hurrah!

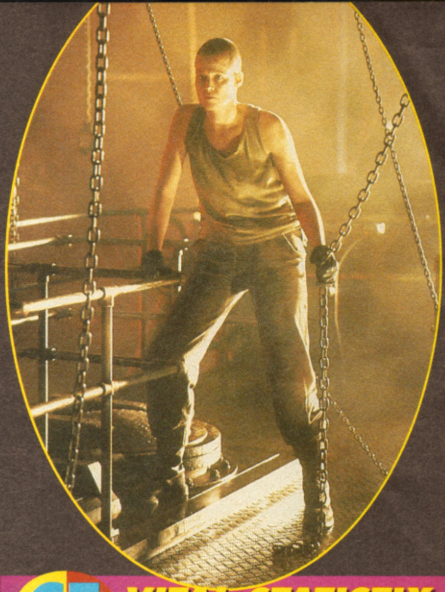
Summy up bit

Right, well you're all probably getting rather bored of my ramblings now, and no doubt wishing that something would attach itself to my face (the end of my baseball bat quickly springs to mind – Ed), so I'll do the summy-up type thing. Basically, *Alien 3* is nothing outrageously special. The gameplay is fairly standard, and all the levels are very similar indeed. What's more it's also a bit too easy. But don't write it off just yet.

The action is actually well-paced and the way the time limits are set really does add to the tension. In fact, even when you know a level back to front, you'll only have about 20 seconds to spare, and when you're crawling through a small tunnel to reach the end, you can actually start to feel quite panicky and claustrophobic. The game's got one of those well measured plot lines which pulls you in slowly and then grips until you finish it. It's not going to get you running around the garden shouting "Eureka! I've found paradise and it's a C64 cassette" but it will undoubtedly keep your backside on your chair for a good few hours. So pack a cushion.

TIP OFF

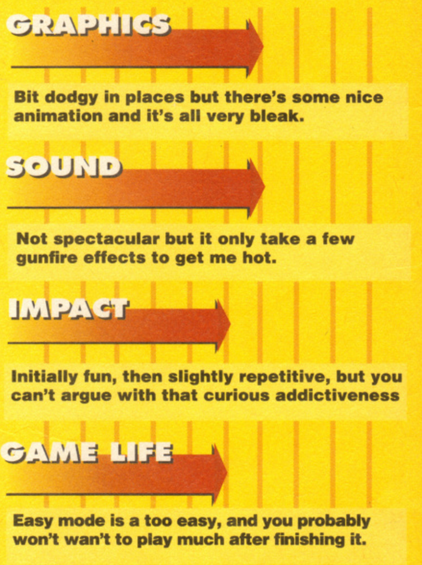
I don't think I need to remind you of this but if a strange six-fingered "thing" attaches itself to your mate's face for a few hours than falls off as if nothing had ever happened, find a new friend to hang out with…



VITAL STATISTIX

GAME	*ALIEN 3*
PUBLISHER	VIRGIN
CONTACT NUMBER	081 960 2255
PRICE	£9.99
AVAILABLE	NOVEMBER
OTHER INFO	TAPE ONLY

ALIEN³



GRAPHICS Bit dodgy in places but there's some nice animation and it's all very bleak.

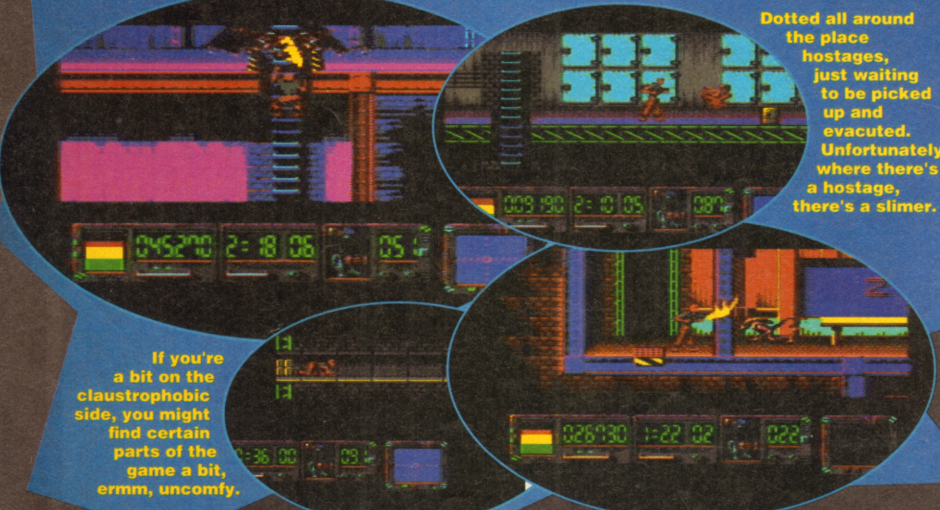
SOUND Not spectacular but it only take a few gunfire effects to get me hot.

IMPACT Initially fun, then slightly repetitive, but you can't argue with that curious addictiveness

GAME LIFE Easy mode is a too easy, and you probably won't wan't to play much after finishing it.

POWER RATING 78%

BODY ODOUR, FOR ALIENS WHO TRY. TOO HARD

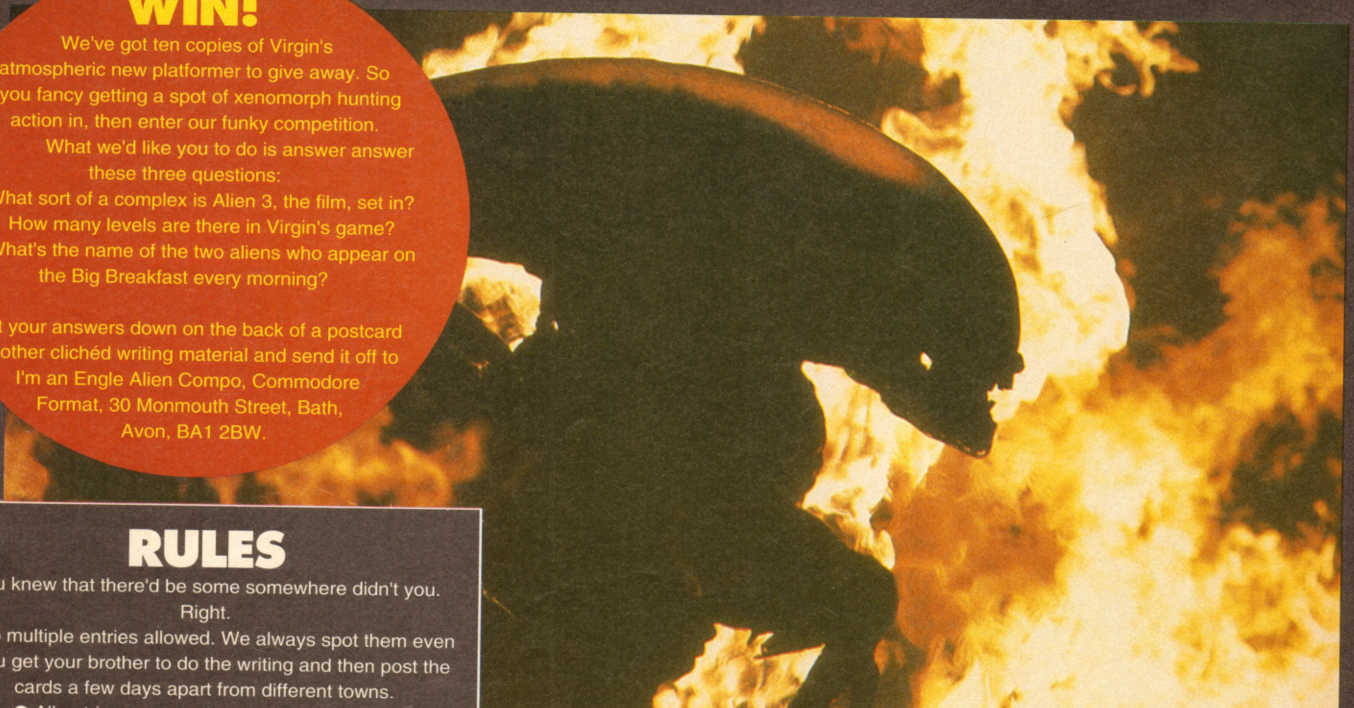


Dotted all around the place hostages, just waiting to be picked up and evacuted. Unfortunately where there's a hostage, there's a slimer.

If you're a bit on the claustrophobic side, you might find certain parts of the game a bit, ermm, uncomfy.

WIN! WIN! WIN!

ALIEN³ COMPETITION



WIN!

We've got ten copies of Virgin's atmospheric new platformer to give away. So if you fancy getting a spot of xenomorph hunting action in, then enter our funky competition.

What we'd like you to do is answer answer these three questions:

1. What sort of a complex is Alien 3, the film, set in?
2. How many levels are there in Virgin's game?
3. What's the name of the two aliens who appear on the Big Breakfast every morning?

Jot your answers down on the back of a postcard or other clichéd writing material and send it off to I'm an Engle Alien Compo, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.

RULES

You knew that there'd be some somewhere didn't you. Right.

- No multiple entries allowed. We always spot them even if you get your brother to do the writing and then post the cards a few days apart from different towns.
- All entries must get here by October 31st.
- No employees of Future Publishing or Virgin can enter, but then they can get the game free so there's not much point.
- Any entries which arrive with a bottle of Becks attached will be treated in a loving and top of the pile sort of way.
- Yes, we're that easily bought.

THE GAME IS BORN

Where did it all begin, this games playing lark? How on earth did we get from Rat Race to Mayhem? Sumon Furrower is our man with the shiny gold envelope and the ever deepening overdraft.

You may think you've got a collection of the hottest titles, with the coolest concepts, and the best action around. Well we hate to burst your bubble, but the stuff you rush out every month to buy is anything but original. You see, just as man evolved from fish, your latest title, maybe *Mayhem In Monsterland*, is just a game at the end of an evolution chain that started with mainframe computers, and Breakout.

The odds are, if you're of average CF reader age, the beginning of this story is set before you were born. We're going to start with the first video arcade game – the original computer tennis game, *Pong*. It consisted of two bats and one ball (no bonuses, power ups, extended plays, bad guys, flashy graphics, etc). Though you may laugh at that kind of thing these days, in 1972, it was really ground breaking stuff. But whatever you think of it, the video arcade game was born with this release. The craze swept America and Japan with great speed, stirring up a whole teenage generation of gamers, and a huge amount of industrial interest as to what was coming next.

And lo, in 1974, to the first computer game a child was born – and it was called *Breakout*. This was what's best described today as *Arkanoid* (without any bonuses, power ups, extended plays, bad guys, flashy graphics, etc). Following the immensely successful *Pong*, it couldn't fail to take off. So take off it did.

The scene was to pick up again with Japan's contribution to the industry, a nifty little action game called *Space Invaders*. It was here that the arcade games scene really took off – the eager observers of the revolution started to produce computer games of their own, starting what was to be the computer game revolution, setting the foundations for the multi-million pound industry we have today.

One of the more notable of the early creations was *Scramble*. Then of course Scramble mutated into *Defender*. This was the first horizontally scrolling shoot-'em-up, the point being to stop an alien race stealing cows from the Earth's surface. The reason you'll know more about *Defender* is because that was the version that made it onto computer, complete with smart bombs, reverse thrusts, etc.

Another offspring you'll have undoubtedly heard of was *Asteroids*. The original flat-bed consoles (a tabletop with buttons) contained simply a vector graphic space ship shooting vector graphic asteroids. Two player tables also entered

BEAT-'EM-UP

As we have already seen, early platform titles were the first games to incorporate human beings into an arcade environment (as opposed to text adventures, which had been doing it for ages). However, people do other things besides jumping around on ladders. Their other main occupation, it would seem, is fighting. As a concept, it's perfect – it's got action, a large number of variables, and is a perfect target for empathy. Panic about corrupting new generations of gaming children aside, the beat-'em-up was (and is) a ground breaking concept, which has proved to be a constant source of best sellers for many of the larger software

STREET FIGHTER II
00000000
00000060
KO
PLAYER 1
ZANGIEF
TIME
56
PLAYER 2
DHALSIM

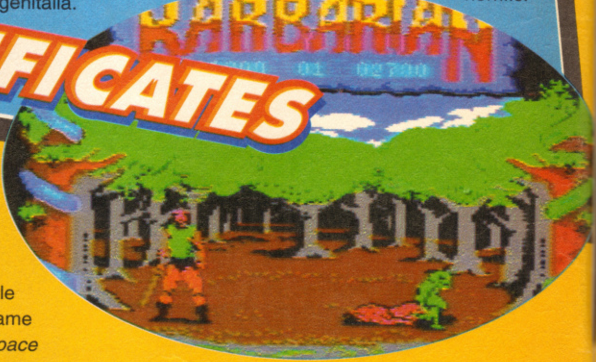
Take that you foul fiend.

CERTIFICATES

This is where things really start getting sublime. It would appear that, as a series of video images animated in sequences, a computer game falls under the Video Recordings Act of 1984. This is a fairly useless fact were it not for censorship, and rating certificates. When you go to the cinema, just before any film or trailer you see there, you will see the certificate (from the British Board Of Film Certification) on-screen, displaying the advised (and enforced) age limits as to who can watch the film. Films subject to higher certificates are those displaying high amounts of violence, bodily fluids, internal organs, or genitalia.

So think about it. You're playing Death Wish MXCIV, in which you shoot a bad guy, who wallows around in his own disgorged intestines, spilling blood everywhere. Or maybe you lop someone's head clean off in *Barbarian*, and get to watch them fall to their knees with arterial spray adding to the atmosphere. Would you see that kind of action in a PG film?

Fortunately, the debate seems to have died down a little these days. We think it's for two reasons – pixelized deaths really aren't all that disturbing, and everything is a little too cute be considered horrific.



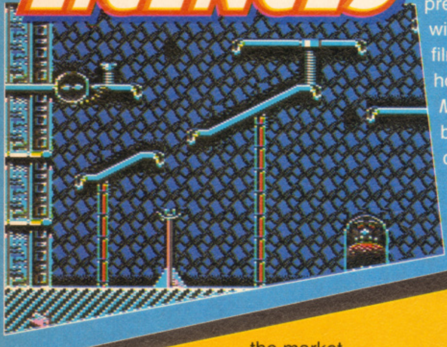
LICENCES

Take a look along the shelves of your local video shop and compare film titles with the software collection at your friendly neighbourhood computer store, you will notice something – there are lot of games about films. Whether it's *Hudson Hawk* running around, or *Cool World* characters on your screen, it's a film licence.

Let's face it here – there's one main reason why film tie-ins are written. If a film is a box office hit, you can be pretty sure to catch a lot of attention with a computer game based on the film. This isn't just limited to films, however. Board games (*Scrabble, Monopoly, Trivial Pursuit*, etc), books (*The Fourth Protocol*), and quiz shows (*Bob's Full House, Blockbusters*, etc) are also well explored concepts in the history of licences.

Whether or not these games actually work either as games in their own right, or as tie-ins to the film (or whatever) is not clear. Having a popular licence does not automatically mean you'll have a good game on your hands – the game is just as likely to be naff as any other – it just generates more media attention when piggy backing on a film.

There has actually been one example of the whole process working in reverse – *Erik The Viking*. If you saw the film and enjoyed it, why not go out and find the text adventure



God what a tedious picture. Come up with your own caption.

the market, probably drawing inspiration from *Pong*, having both players on the screen at the same time.

What happened next is maybe a slightly fuzzy area. You see, there wasn't any logical progression toward the games that followed, more of an innovative leap. Just as *Pong* was a product of inspiration, the early *Donkey Kong* games were quite a leap as well. Bridging the gap slightly was *Pacman*, but to describe *Pacman* as a stepping stone between the two concepts would be wrong on two counts – the gaps are still too big, and *Pacman* was a full concept in its own right, with a following crowd and an influential position just like any other.

And so onward, then, to that next major point in computer games evolution, the platform game. Remember *Donkey Kong*? All of a sudden, the emphasis moves completely away from killing people, and concentrates on rescuing damsels in distress, in this case being terrorized by a huge monkey. What we've seen here is a definite move towards progressing through an environment, rather than destroying it. This new concept was, whether the designers realised this or not, set to revolutionise the world of computer games, from the relatively shallow concept of space invader type games to the conceptually deep possibilities of an exploration game.

Chuckie Egg, then. It's really only a slight variation on *Donkey Kong*, but you'll find a lot more in a game as simplistic as this that was totally lacking in early shoot-'em-ups. Think about it:

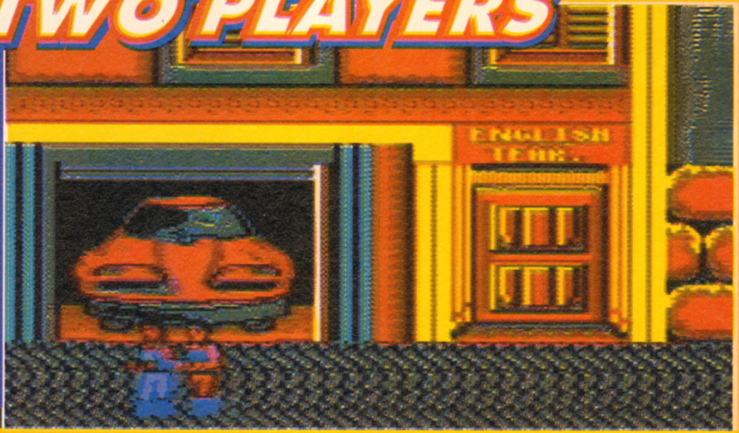
- Empathy – when it's a roughly human shape plummeting to its death, getting eaten by a chicken, etc, the player really can become a lot more closely related to the sprite they're controlling than they could with a triangular space ship.
- Exploration – it's also with the advent of the platform adventure that the age old argument over points or progress was tipped in favour of progress. You see, whereas with a shoot-'em-up, you merely progress onto a new wave of bad guys, platform games see toy

TWO PLAYERS

The whole concept of two player games has really come to the fore of late. It all started, as far as arcades are concerned, with two player *Asteroids*, and with *Multi User Dungeons* for the adventuring side of things. Now though, there isn't a single element of computer entertainment that the multi-user concept has been left out of.

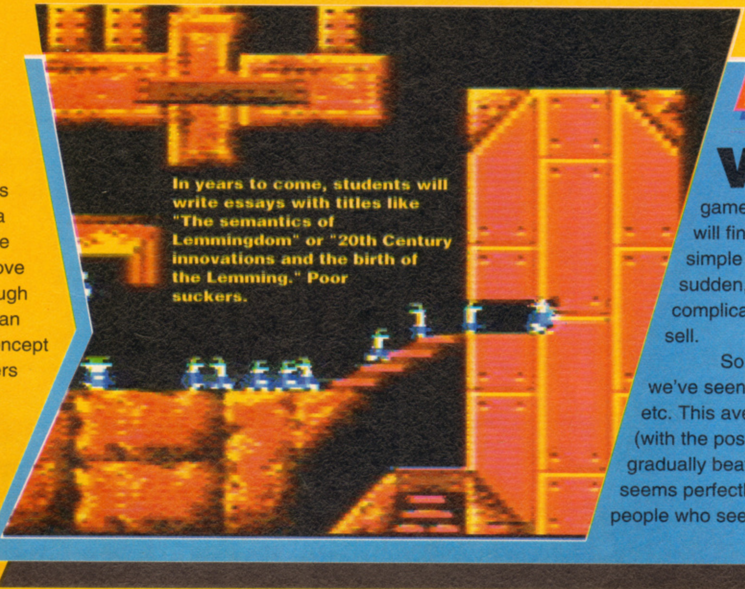
The idea has been used in puzzle games (take a look at *Power Tetris*), beat-em-ups (*Double Dragon*), platform games (*Bubble Bobble*), and just about any other genre you can think of. The whole idea of competing with your friends in an alternate reality has an obvious appeal.

Of course, friends don't always have to compete. Take *Bloodwych*, in which you can journey round together, or separately,



ACtually, my agent's Bernie Brillstein, the arctic explorer.

NEW AGE



In years to come, students will write essays with titles like "The semantics of Lemmingdom" or "20th Century innovations and the birth of the Lemming." Poor suckers.

When you think of puzzle games, you normally think of strange little picture arranging games, with the lasting interest of a cauliflower. You will find, though, that the launch of the ball-crunchingly simple *Tetris* really shook the industry up a bit. All of a sudden, people realized that it didn't have to be complicated to be fun, and it didn't have to be famous to sell.

So along came the troops of new age puzzle games we've seen around today, such as *Lemmings, Pipemania*, etc. This avenue, now explored almost fully by the industry (with the possible exception of *Lemmings*) is now being gradually beaten to death by the public domain scene, which seems perfectly satisfied to churn out a *Tetris* clone per day, to people who seem willing to spend their lives playing the things.

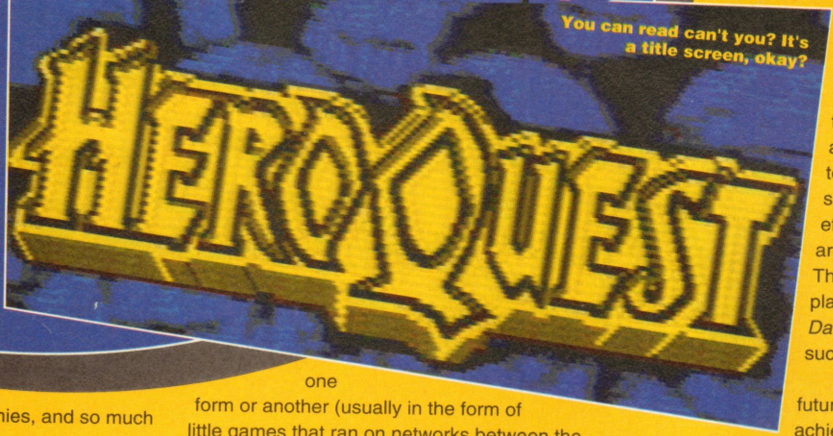
ROLE PLAYING

If you've already seen the box on licences, you'll realise the advantages of creating a computer game from an already established theme. The one avenue that has only recently been adequately explored is that of Role Playing games. RPG games are a phenomenon that started during the 60s and 70s, and continued to the present day (though now mainly in the form of RPG books).

An RPG game is simple in theory. A small group of people (ideally about five), elect a Dungeon Master. The Dungeon Master then creates a world for the player's characters to explore, conquer, or carry out specific tasks in, under the rule of the DM. Amongst other things, this world will contain other characters (controlled by the DM), that can be fully interactive (as they are controlled by a real person).

Character fighting, spell casting, energy, strength, etc, is calculated via a series of table, charts, and equations. This has always been the main downfall of the RPG system – the mathematics. It just so happens, though, that maths is the one thing computers have always been excellent at, so it would make sense to put an RPG game onto computer. So why haven't they?

Well, several games have come reasonably close to the format, such as the *Heroes Of The Lance* series, and more recently *Bloodwych* (which, incidentally, was excellent), but all computer RPG systems face one major problem – a loss of the fully interactive side of things. So unless artificial intelligence is mastered, we may never see a fully interactive computer RPG game.



You can read can't you? It's a title screen, okay?

progress onto new screen layouts, new problems, new enemies, and so much more.

- Versatility – shoot-'em-ups have always been fairly rigid in format. Even today, the most innovative programmers get is to add extra weapons and different aliens. Platform games, however, do not fall pray to this design flaw. With a platform game, you can represent almost any scenario, any environment, and any plot (unless it's based around shooting aliens). In the past, we've seen platform games set in futuristic worlds, mediaeval towns, present day scenarios, stone age periods, and, well, you name it really, whereas shoot-'em-ups always place you in a futuristic space ships, flying against some deadly invasion force. Yawn with a capital 'Y'.

This is where we must depart from the world of arcade games though, and look at the other side of the coin, being the other half of the industry that merges with the arcades at this point.

Image Works
Cisco Heat

Sorry about that, I'm getting a bit nigglysince I gave up the Wotsits™.

VENTURE OUT

Before anyone else, serious users (those who came into contact with computers at work, etc) were using computers to entertain themselves in one form or another (usually in the form of little games that ran on networks between the larger applications). Because the majority of these machines were built to handle text only (with no graphics), the games must also be in text. It is from this side of the video games's evolution that we get text adventures (though more recently with pictures), and strategy games.

These text adventures started off very simply, as diversions to pass the time. However, to a lot of people they still held advantages over arcade games (due to their much more involving format, and enjoyable style – in a way, like reading a book). Recently these games have been developed almost to the point at which they are unidentifiably derived from the simple text adventure. As parsers become more and more advanced, and objects get more and more interactive, the user is drawn further into the false environment – but more on that later.

The next stage was really quite a simple development from the old text adventure style. You see, a text adventure is really just built up over a section of squares, which, in the end, turn into a maze. So why not drop the descriptive plots and just let the player wander around a 3D maze? Hence, the maze game was born. Since its arrival, it has seen many variations, such as *Bloodwych*, and some (with the emphasis on some) isometric games.

STRATEGIC

It's at this point, then, that the two genres, being arcade games and quiet strategy games, came to join. The result was, well, surprising. What they had effectively come up with was the arcade adventure, in all its glory! These range from huge-levelled platform games, such as *Rick Dangerous II* and the like, to titles such as *Heavy On The Magic*.

Maybe we should look to the future; at what we've already achieved. You see, in the quest to find a character or game genre with which the player can truly empathise, we have taken the computer game one step further – Virtual Reality.

CONVIVIAL UNREALITY

Virtual Reality is a system that has come about only recently, due to the advance in technology, and processing speed. For all those that haven't been exposed to it (which, I imagine, would be quite hard), Virtual Reality is, in effect, Freescape through a helmet. This means that when you turn your head, the view through your helmet turns correspondingly. When you move your hand, a sensor in a glove moves your computerized hand accordingly. Virtual Reality is, in effect,

OBSTACLE COURSES

The invention of the scrolling shoot-'em-up means a lot here. By exchanging the ship for a car and the invaders with other cars, for example, and scrolling the screen, the obstacle course concept was born.

Now, the odds are you can't remember playing any obstacle course games. Think about it though... *Burning Rubber? Crazy Cars? Road Blasters? Fire & Forget?* They're just obstacle courses, with a different scrolling perspective – leading away. The obstacles here would be other cars, rocks, trees, bends, etc.

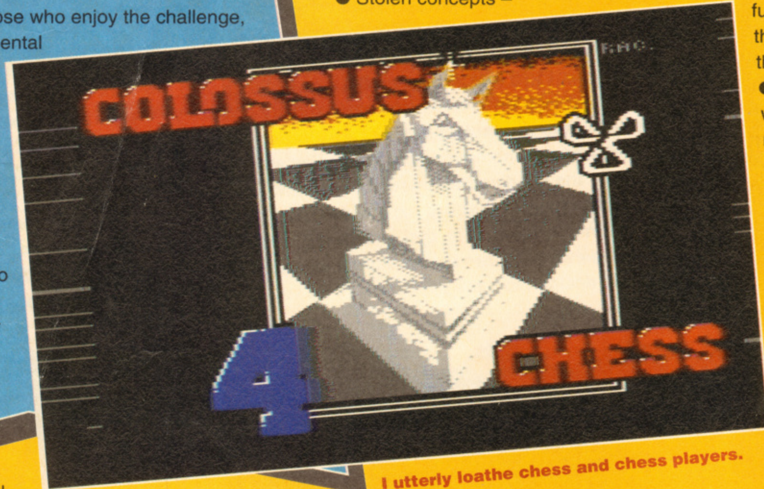
And it's not just racing games – *Marble Madness, Run The Gauntlet, Commando* and many other standard concepts are simply just obstacle courses, tarted up to look like original game ideas.

STRATEGY

Oh heck. It's the one side of computer gaming that has traditionally turned avid game fans stone cold. Why? Well, no-one's quite sure. You may think 'Well, it's because games like that are stuffy', but if that's the case, why do people enjoy working out methods of completing levels, killing people, etc, in fast action games? Surely that's strategy as well?

The point is that for any game to be in the least bit challenging, it must make some demands on the players strategic skills. If there's no challenge, there's no game – it's as simple as that. The problem only arises when a game is served as a pure chunk of strategy, with no action as entertainment. These games rely wholly on the user enjoying the mental challenge as opposed to the adrenaline. Be it Chess, Bridge, or the Battle of the Somme, unless there's an element of action, most games players will run screaming in the other direction.

So who's left? Those who enjoy the challenge, and prefer to play mental games rather their counterparts that test reflexes and co-ordination. There is nothing wrong in this. Strategy games are fun in the sense that people do enjoy playing them enough to write them. It's really just a case of whatever lights your fire!



I utterly loathe chess and chess players.

SCROLLING

Take *Space Invaders.* You're there, shooting aliens. Fab. Not exactly going anywhere, though, are we? So what happens if you start the whole thing scrolling, so, in effect, you're going somewhere?

It was this action that gave way to some of the greatest classic games of our time. *Defender* is just a horizontally scrolling *Space Invaders* with a few tweaks and there. Simple, isn't it?

The word scrolling is the 5th most popular in the game journos vocabulary.

virtually real – the aim is to create as realistic a world as possible, to have the most absorbing and, in fact, real as possible, game.

AND FINALLY...

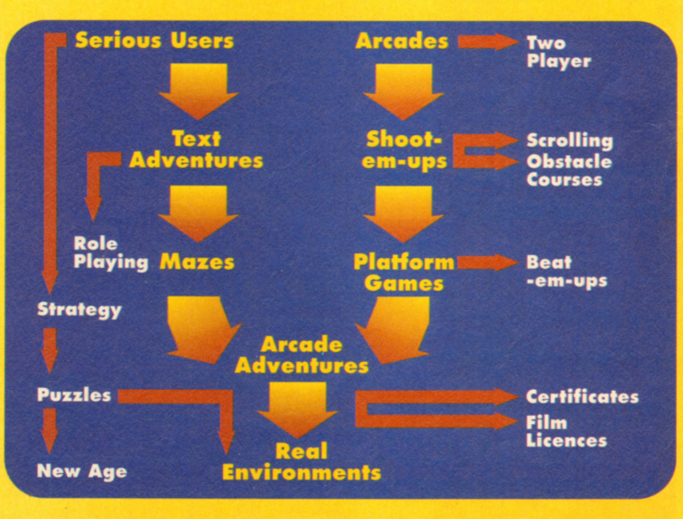
So there you have it – the origin of the species. From start to finish (well, present day, anyway), these are the real roots of the stuff you're buying in the shops today. At the bottom of this page, you'll find the diagram linking all these concepts together, putting it all in some sort of order. Bear in mind, though, that this diagram is not as clear cut as it appears – things were a lot more hazy than that.

To put it another way, if you take a close look at any new concepts around today, you won't just see the product of two mutated genres. Lets take some of the more recent releases in the RPG genre, being huge action games with elements of just about every other game concept around, being puzzling, relying heavily on exploration, and at the same time still holding the atmosphere of a prehistoric text adventure.

Since writing the bulk of this feature, though, I've witnessed another minor revolution of gaming technology – 3DO. This is a RISC (Reduced Instruction Set Chip) machine dedicated purely to some of the really advanced operations used in the more complex (and subsequently more expensive) games you'll see on console formats. If you want the full lowdown on 3DO and a bit more detail on what it can do, we recommend one of our new-born sister mags, Edge (plug!).

What more can I say *(Find something, dude, or this page won't get filled – Hutch)*? Okay then, a few words on what you can expect from here on in:

- Stolen concepts – Games like Mayhem are, when you think about it, almost directly stolen in concept from some of the more advanced console platformers. The gameplay style is no different. Expect more of this in the near future, as people are going to realise before long that it's not the capabilities of the machine, but the actual concept that makes a game sell.
- Not much (commercially) – It's a sad day when we have to say this, but the supply of major commercial titles is dwindling a little. Alien 3 aside (which is probably the last major licence we'll see this side of eternity), the industry is moving on, and the C64, like the other 8-bits, has neither the public backing or the technical capability to keep commercial interest at a high enough level.
- Homegrown stuff – The emergence of homegrown software houses will really just be a knock on effect of the drop in commercial interest. Anyway, I've run out of room; it's really up to you lot what happens to the C64.



THE EVOLUTION OF THE COMPUTER GAME

NEXT MONTH

We've all been waiting an eternity for it and it's finally arrived. Yes, after one long year Mayhem In Monsterland will be getting a fandacious review from the CF squad. We'll be stripping it down, lubricating it and putting it back together again, in order to bring you the definitive review. To tie-in with the feature we'll also have a Monstermind page in which the Apex boyz will answer all your probing questions. After that we promise not to mention Mayhem again for at least oh, one month.

Kicking off next month we start a new feature designed to help you get more out of your 64, we'll be covering all sorts of funky interests, stuff that you probably handn't considered before.

We're hoping that the games drought will be over and we'll have more than one game in for review next month. Summer's traditionally a slow period, so now that you lot are back at school and work the softies might consider releasing something. Hurrah!

What with all the usual gamebusters, techie tips and features it's going to be an brilliant issue. We've even got a free gift lined up which will be proudly displayed on the cover. Check it out or stay in the dark ages.

LOVE'S A BITCH

Dear *Commodore Format*,

I told you that I'd had a very peculiar experience down at the Inn, well now it can be told. It all started after I'd washed, changed and wandered down for a spot of nosh. I walked into the tiny restaurant and sat at a table by a window in the far corner of the room. From my vantage point I could see the courtyard of the inn and the village beyond it. Anyway, I'd just finished my fifth piece of baguette when there was a commotion outside the window.

I looked out the window and saw two men in trench coats wrestling this other chap in a fedora hat to the ground. As they wrestled around on the ground the chap in the fedora fell backwards rolled along the ground and lost his hat. This mane of red hair fell out from the hat and I suddenly realised that the chap was a lady. Well, you can imagine how shocked I was, especially given the bruising she was receiving from those ill-mannered brutes, so I decided to step in and offer my services to the woman.

I ran out of the restaurant, into the courtyard and tapped the nearest trench coat chap on the shoulder. I told him to unhand the lady or I'd have to give him a good seeing to. The brute laughed and told me to clear off or he'd put my glasses where the sun doesn't shine. Well I wasn't about to be insulted like that, so I kicked him where the sun doesn't shine. His friend stepped forward with his hand in his pocket so I poked him in the eye, grabbed the red haired woman by the hand and sprinted out onto the street. When we were round the corner the woman breathlessly thanked me and said that I'd saved the British government from an international incident. With that she kissed me on the cheek and sprinted off.

I wandered back into the restaurant and immediately regretted not asking for her name. Thus I've decided to track her down, I'll let you know how I get on next month.

Roger

CF SHARES OFFER!

Forget BT3 here's a limited edition offer that you can't afford to miss. *CF*38 will be on sale on 25th October 1993, but you can get a special 'Mag-Save' option on this limited edition*. Just fill out this form and hand it to your newsagent and they'll stash a copy away for you. And won't have to suffer Parallel 9 ever again. Smart!

MAG*SAVE

Hey Newsagent dude/babe (Sir/Ma'am), Like, save me one of those righteous (rather good) *CF*s (*Commodore Format*s) man. *CF*36 (the September issue) is happening (goes on sale) real soon (on the 24th of August). Excellent (Thank you very much).

MY NAME ______________________

MY ADDRESS ______________________

____

NINE TO FIVE

HUTCH
LISA
OLLIE

Working at Future Publishing's can affect anyone. As you can see, Hutch took the recycling message a bit far this month, if he looks a bit glum it's because he just got his Council tax bill. Lisa decided to stop shopping for five minutes to lay out some pages, while Ollie got mysteriously influenced by his yellow plastic bag. Wonder what's in it?

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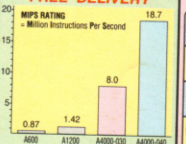

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